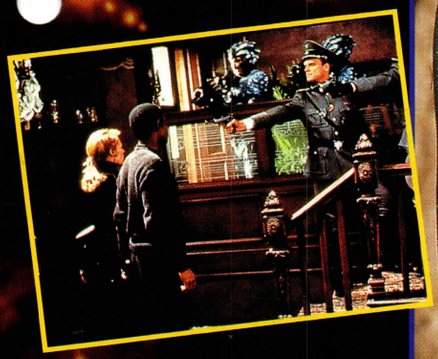
£1.99

THE OFFICIAL STAR TREK® FACT FILES 135



Conflicts of the Ferengi
War can be good for profits

Seven of Nine's Journey
The long path back to humanity

Safety on the Holodeck
Real dangers in the unreal world

Arjin: Tentative Trill Initiate
A rough ride for a host candidate

Lysian Sentry Pods
Defense against the Satarrans

U.S.S. ENTERPRISE NCC-1701-E
The Starfleet flagship deck by deck

ISSN 1364-3983
36>
9 771364 398010

THE OFFICIAL STAR TREK® FACT FILES

STAR TREK

CONTENTS: PART 135

The Guide to the STAR TREK Galaxy
TYKEN'S RIFTS
FERENGI Conflicts
The NECHANI

FEDERATION STARFLEET
U.S.S. ENTERPRISE NCC-1701-E: Key Location Cutaway

Non-FEDERATION Starships
LYSIAN SENTRY PODS

Personnel Files
SEVEN OF NINE: Learning to be Human
JACK CRUSHER
ARJIN: TRILL Initiate

Equipment & Technology
HOLODECK Safety Protocols

Starship Log
STAR TREK IV: THE VOYAGE HOME (Part 5)
STAR TREK: THE NEXT GENERATION – 'Suddenly Human'

A-Z Access Point
Your continuing alphabetical reference source

COMING NEXT WEEK:

The Guide to the STAR TREK Galaxy
KLINGON DEFENSE FORCE: Order of Ranks
Apollo and the Gods
The STAR TREK Timeline (Parts 107 and 108)

FEDERATION STARFLEET
U.S.S. VOYAGER NCC-74656: Turbolifts
STARFLEET ORBITAL OFFICE

NON-FEDERATION STARSHIPS
WADI VESSEL

Personnel Files
KIRK to the Rescue
VASH

EQUIPMENT & TECHNOLOGY
HAND PHASERS: 2371

Starship Log
STAR TREK: THE NEXT GENERATION 'Remember Me'/'Legacy'
STAR TREK: DEEP SPACE NINE – 'Looking for par'Mach in all the Wrong Places'/ 'Nor the Battle to the Strong'

A-Z Access Point
Your continuing alphabetical reference source

™, ® & © 1999 Paramount Pictures. All rights reserved. STAR TREK and related marks are trademarks of Paramount Pictures. Fabbri Publishing Ltd. authorized user.

Published by GE FABBRI Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dalling Road
London W6 0ES

This publication may not be reproduced in whole or in part by any means without the prior permission of Paramount Pictures. All rights reserved. This publication may not be lent, resold, hired out or otherwise disposed of by way of trade at more than the recommended selling price shown on the cover, or in a mutilated condition.

ALL PHOTOGRAPHS © PARAMOUNT PICTURES

Additional photographs supplied with the co-operation of CIC VIDEO

Special thanks to Michael Okuda, Denise Okuda, Rick Sternbach, and the Art Departments for the current STAR TREK series

Creative Director: Stan Morse
Managing Editor: Trisha Palmer
Art Director: Rob Garrard
Editor: Jennifer Cole
Design: Martin Ritchie, Danny Baldwin
Art Coordinator: Emily Mitchell-Heggs
Assistant Editors: Emma Tennant, Marcus Riley, Andrew Littlefield
Associate Editor: Ben Robinson
Authors: Kathe Conti, Chris Dows, Jonathan Freund, Peter Griffiths, Sandra Hutchinson, Andrew Littlefield, Bill Margol, Ted Pedersen, Beth Slick, Jim Swallow, Alex Terapane
Artists: Rob Garrard, Paul Bates, Ian Fullwood, Peter Harper, Stuart Wagland, Adam Willis
Special thanks to: Lee Howard
Colour reproduction by Bright Arts Graphics (S) Pte Ltd
Printed in Great Britain by Southernprint Ltd & Waddington Chorleys PFB Ltd
Trade distribution by COMAG (Tel. 01895 444055)
PHOTO EDITOR, LOS ANGELES: Larry Nemecek
ART EDITOR, LOS ANGELES: Guy Vardaman
RESEARCH COORDINATOR, LOS ANGELES: Penny Smartt-Juday

CUSTOMER SERVICES

UK AND EIRE

COLLECTING YOUR MAGAZINES

WEEKLY FROM YOUR NEWSAGENT Your local newsagent will be happy to take your regular weekly order for *The STAR TREK Fact Files*, so don't miss out – place an order today.

SUBSCRIPTIONS For information on how to take out a subscription, ring our Customer Services on 01424 758 303 or write to the address below.

BACK NUMBERS Missing a copy? To ensure that your collection is complete, use our back numbers service. Each issue will cost £1.99. *POSTAGE IS FREE.* (For issues with a free binder, please add £1.00 to cover postage and packing.)

HOW TO ORDER Orders should be sent to:
The STAR TREK Fact Files
Woodgate (Fabbri) Ltd, PO Box 1, Hastings TN35 4TJ

Please make your cheques/postal orders payable to Woodgate (Fabbri) Ltd.
Credit card orders can be given by phone on 01424 758 303.

CUSTOMER QUERIES If you have any queries regarding your collection, please telephone us on 01424 758 303

OVERSEAS MARKETS

BACK NUMBERS If you require any back issues, ask your local newsagent or write to these addresses:

Australia: *The STAR TREK Fact Files*, Gordon & Gotch Ltd, PO Box 290, Burwood, VIC 3125 (Please enclose payment of the cover price plus A$1 per pack p & h). Tel: (03) 9805 1700.

New Zealand: Netlink Distribution Company, Private Bag 92-514 Wellesly Street, Auckland.

South Africa: *The STAR TREK Fact Files* Back Numbers Department, Republican News Agency, PO Box 16034, Doornfontein 2028. Please add 2 Rand per pack p & h. Tel: (011) 477 7391.

Malta: Back numbers are available through your local newsagent.

SPACE PHENOMENA

TYKEN'S RIFTS

SPACE PHENOMENA

A Tyken's rift is a natural yet deadly phenomenon, spelling death for any unfortunate ship that becomes caught in its grasp. These dangerous vortices drain energy from the engines, making escape near impossible.

A **Tyken's rift** is a massive rupture in the fabric of space, a dumbbell-shaped vortex that spans a great distance and is undetectable by most sensor scans. It is almost impossible for ensnared ships to escape from the rift, as it absorbs energy from the engines.

This strange, naturally-occurring phenomenon is named for **Bela Tyken**, the **Melthusian** captain who first encountered such a rift, some time prior to 2367. Captain Tyken's starship became stuck in the vortex and was quickly drained of almost all engine power. His analysis of its structure successfully determined that a massive energy release might overload and dislocate the anomaly, thus freeing his trapped vessel.

Dreamless sleep

In 2367, a **Starfleet** science vessel, the ***U.S.S. Brattain NCC-21166***, is caught in a Tyken's rift on the edge of an uncharted binary star system. After losing all engine power, the *Brattain* remains in the rift for several weeks. During this time the crew is driven insane by a lack of REM sleep caused by an alien telepathic distress signal, sent by another vessel also mired in the phenomenon. The aliens were trying to communicate to the Starfleet ship a way to escape; however, the resulting paranoia and fear that struck the crew of the *Brattain* caused them to become violent. All but one of the 34 personnel were murdered as they turned against each other.

The ***U.S.S. Enterprise NCC-1701-D*** also becomes trapped in the Tyken's rift when it is sent to locate the *Brattain*. **Captain Picard**'s crew begins to suffer the same fate as that of the first ship – fear and paranoid behavior begin to spread. The tension builds to such an extent that a riot breaks out in **Ten-Forward**. All attempts to escape from the rift, including a massive power surge channeled through the ship's main deflector dish, are unsuccessful.

Data and Deanna Troi search the U.S.S. ENTERPRISE's library computer banks in an effort to decipher the aliens' mysterious telepathic message to the counselor: "one moon circles."

Troi reenters REM sleep and uses the technique of directed dreaming in order to communicate with the aliens. Their telepathic signal holds the answer to escaping the rift.

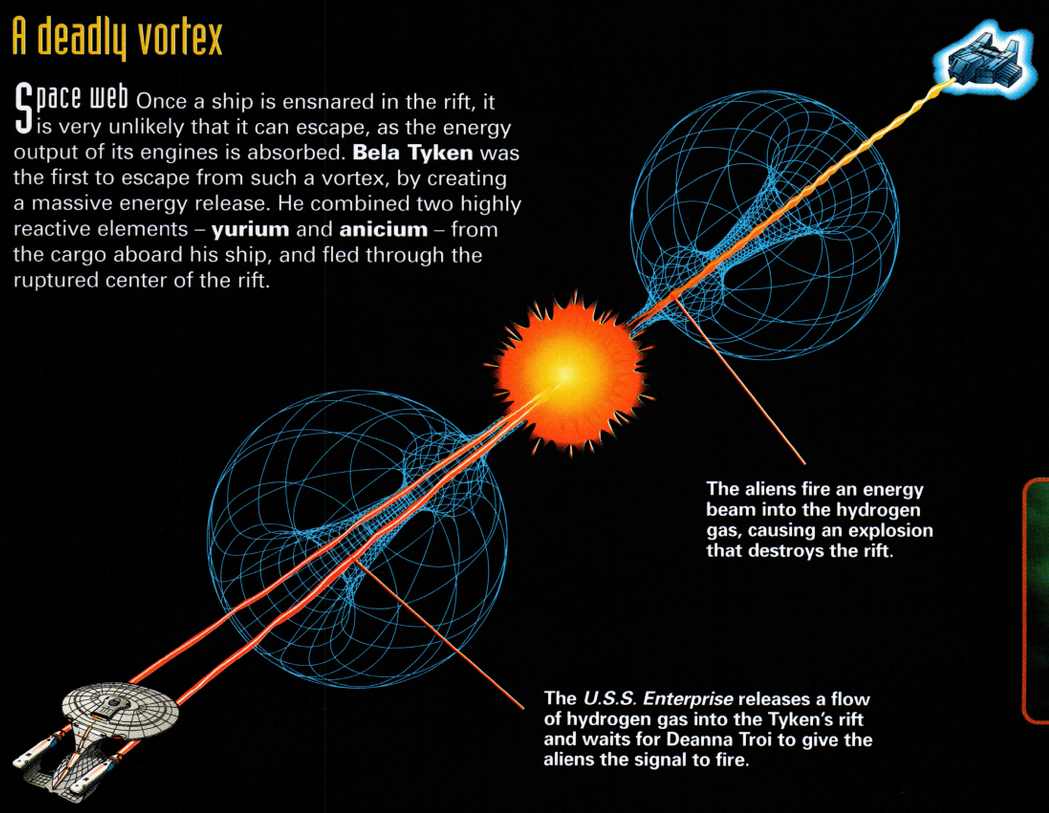
Joining forces

Fortunately, the *Enterprise*'s **Betazoid** counselor, **Deanna Troi**, is able to communicate with the crew of the alien vessel. By working together, they generate an explosion powerful enough to destroy the rift and free both vessels.

This particular example may be destroyed, but Tyken's rifts remain a rare and dangerous navigation hazard for all starships, and must be avoided at all costs.

A deadly vortex

Space web Once a ship is ensnared in the rift, it is very unlikely that it can escape, as the energy output of its engines is absorbed. **Bela Tyken** was the first to escape from such a vortex, by creating a massive energy release. He combined two highly reactive elements – **yurium** and **anicium** – from the cargo aboard his ship, and fled through the ruptured center of the rift.



The aliens attempt to tell the ENTERPRISE crew to release hydrogen into the rift, to help them create an explosion.

STAR TREK. ™, ® & © 1999 Paramount Pictures. All rights reserved.

The Guide to the STAR TREK Galaxy

SPACE PHENOMENA

FILE 5 **CARD 22**

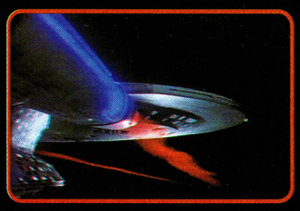
TYKEN'S RIFTS

SPACE PHENOMENA

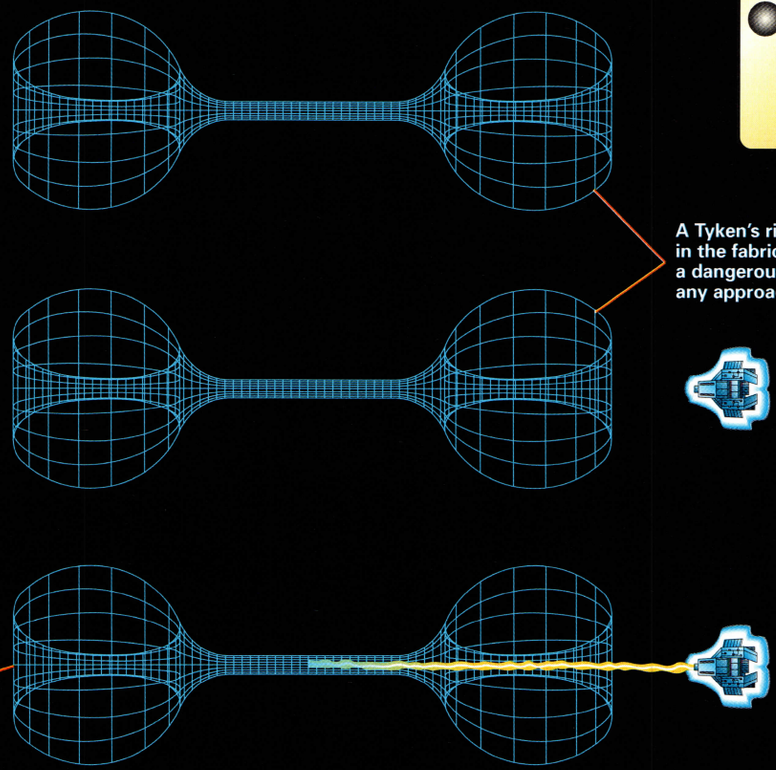
GALAXY FACTS

- **In their telepathic message, the aliens repeat the phrase "eyes in the dark." This refers to the rift's location in a binary star system.**
- **The only *U.S.S. Brattain* crew member found alive is Betazoid, Andrus Hagen, who later dies.**

The U.S.S. ENTERPRISE databanks contain plenty of information on the strange phenomenon known as a Tyken's rift.



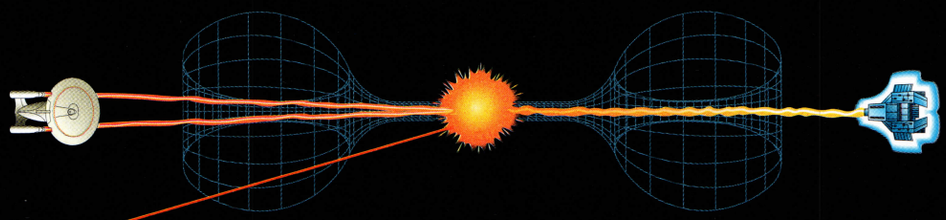
The ENTERPRISE helps to destroy the rift and free both ships by releasing hydrogen.



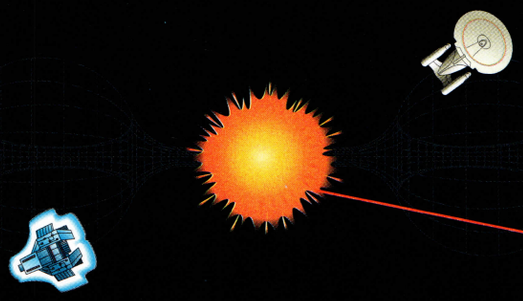
A Tyken's rift is a disruption in the fabric of space, forming a dangerous vortex that traps any approaching vessel.

In 2367, an alien space craft becomes trapped in a Tyken's rift and tries to destroy it by firing a large release of energy.

The *U.S.S. Enterprise* becomes trapped on the other side of the rift. The alien vessel sends the Starfleet crew a telepathic message.



The alien crew tell the *Enterprise* to release hydrogen into the rift; this reacts with their own ship's energy discharge.



The resultant explosion destroys the Tyken's rift, and both vessels are set free.

THE FERENGI ALLIANCE

FERENGI CONFLICTS

THE FERENGI ALLIANCE

The Ferengi are renowned for their capitalist values. Their primary concern is to gain profit by whatever means necessary – which has on occasion brought them into military conflict with other races.

The **34th Ferengi Rule of Acquisition** states that war is good for business. **Quark**, proprietor of **Quark's bar** on the **Bajoran-Federation** outpost ***Deep Space Nine***, adds an amendment to this rule: "But only from a distance. The closer you are to the frontlines, the less profitable it gets."

Many Ferengi share Quark's distaste for battle. On the whole, the Ferengi would rather make a deal than be killed in combat; self sacrifice is an anathema to them. There have, however, been rare instances in which Ferengi have engaged in open hostilities with other races.

Encounters of this kind are apparently rare, but the primarily capitalist race nevertheless possesses an advanced technology that makes it a military force to be reckoned with. As their opponents can attest, an encounter with a ***Ferengi Marauder*** is not to be taken lightly.

Devious tactics

Sneak attacks, ambush, kidnapping, subterfuge, and illegal technology – these are all terms that can be used to describe Ferengi military tactics. These rare actions are often motivated by emotional rather than political or business factors and, given the race's amoral nature, it is not surprising that most of the recorded military encounters with the Ferengi have involved cunning deceptions.

Advancement through the ranks of the Ferengi military is accomplished in much the same way as advancement through all sectors of Ferengi society: via monetary influence. Money is the root of all Ferengi accomplishment, and the military is no exception. An officer with enough **latinum** is assured of a promotion.

The most common form of Ferengi weapon utilizes forced plasma energy beams. These are available in handheld models as well as larger, ship mounted varieties. The Ferengi have also been known to use a whiplike weapon that discharges forced plasma energy, especially during their earlier skirmishes with the Federation.

One particularly dangerous Ferengi device is called a **thought maker**. This weapon controls neural activity in the brain of a humanoid victim, and is currently outlawed by the **Ferengi Alliance**. It is spherical in shape, and transmits a low level electromagnetic signal to the target, allowing it to implant sensory images or trigger memories. It is highly effective at quickly disorienting an opponent.

The warships of the Ferengi are ***D'Kora***-class vessels, otherwise known as *Marauders*. They are relatively small and fast, with a crew complement of around 450, and feature

Early Federation encounters with the Ferengi are aggravated by the race's predilection for making deals.

Qol and Par Lenor's greed nearly upsets a peace arranged between Krios and Valt Minor.

VENGEANCE

Unworthy motive

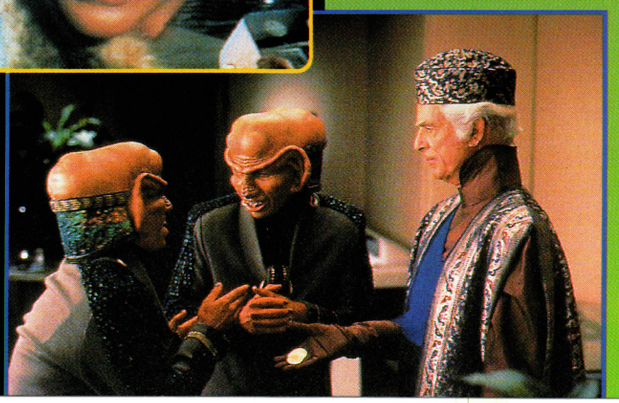
In 2364, DaiMon Bok launches a vendetta aimed at Captain Picard of the *U.S.S. Enterprise NCC-1701-D*. Picard was captain of the *U.S.S. Stargazer* during its ill-fated encounter with a Ferengi vessel commanded by Bok's son at Maxia Zeta, and Bok holds Picard personally responsible for his son's death. Bok's first officer, Kazago, realizes that the DaiMon is deliberately operating for an unprofitable purpose, and relieves his commanding officer of duty.

No gain

The Ferengi leader's unprofitable motive – revenge against Captain Picard – causes his crew to mutiny.

Eye for an eye

DaiMon Bok returns in 2370 with a devious scheme to convince Picard that he holds his 'son.'



STAR TREK. ™, ® & © 1999 Paramount Pictures. All rights reserved.

FERENGI CONFLICTS

THE FERENGI ALLIANCE

THE FERENGI ALLIANCE

DaiMon Lurin uses Klingon ships to attack the U.S.S. ENTERPRISE in 2369. Captain Picard foils them, despite having reverted to childhood.

To ensure Ferengi success, DaiMon Goss poisons Federation negotiator Dr. Mendoza during bidding for the Barzan wormhole.

plasma energy weapons with enough devastating force to cripple a Federation ***Galaxy***-class starship. *D'Kora*-class ships have a distinctive appearance: they have a crescent-shaped rear section and a pincer-shaped front section protruding perpendicular to the center of the crescent.

The most celebrated conflict in Ferengi history is the legendary **Battle of Prexnak**. In this renowned battle, 10 brave Ferengi held the line against 273 **Lytasians**. All 10 Ferengi were killed, but their valiant stand against such a large force granted them legendary status. Given Ferengi aversion to the notion of dying in battle, this account may act in part as a cautionary tale, and justifies the awe with which the Ferengi view this historical event.

First encounter

The first Ferengi military encounter with the **United Federation of Planets** took place in the **Maxia Zeta system** in 2355. A violent exchange between vessels led to severe loss of life, but the Federation did not find out that the opposing vessel was Ferengi until many years later. In this early exchange, the Federation vessel ***U.S.S. Stargazer NCC-2893*** came under a sneak attack by a starship of unknown design. Fired upon twice at point blank range, the *Stargazer* was lost – but not before **Captain Jean-Luc Picard**'s ship destroyed the enemy vessel and its crew.

In 2364, the ***U.S.S. Enterprise NCC-1701-D*** makes official **first contact** with the Ferengi. After stealing a **T-9 energy converter** from an unmanned Federation monitoring post on **Gamma Tauri IV**, a *Ferengi Marauder* under the command of **DaiMon Taar** is pursued by the *Enterprise* into the **Delphi Ardu system**. There both ships are held captive by an ancient outpost of the **Tkon Empire**. A brief skirmish ensues between the Ferengi and **Starfleet** personnel before both sides temporarily unite to escape from the outpost's influence.

One year later, during simulated wargames being staged by two Starfleet vessels, the *D'Kora*-class ***Kreechta***, under the command of **Bractor**, unexpectedly enters the fray. The Ferengi cripple the *U.S.S. Enterprise* – one of the participating ships – in a sneak attack, and Bractor demands that possession of the other vessel, the ***U.S.S. Hathaway NCC-2593***, be turned over to the Ferengi. He mistakenly believes that the starship carries strategically important technology.

Unrequited love and rich salvage are two more reasons for Ferengi to risk a military encounter. In 2366, **DaiMon Tog**, incensed by the rejection of his amorous advances toward **Lwaxana Troi**, kidnaps the **Betazoid** ambassador and two Starfleet officers. The peaceful conclusion to the tense standoff suggests that as the Federation learns more about Ferengi culture, they are better able to defuse potential diplomatic incidents.

Just three years later, however, the *Enterprise* is captured by renegade Ferengi using appropriated **Klingon** ships. Under the command of **DaiMon Lurin**, these privateers – who say they are not affiliated with the Ferengi Alliance – claim salvage rights under Ferengi law, and only a ploy conceived by **First Officer William T. Riker** prevents the plan from succeeding.

Future peace

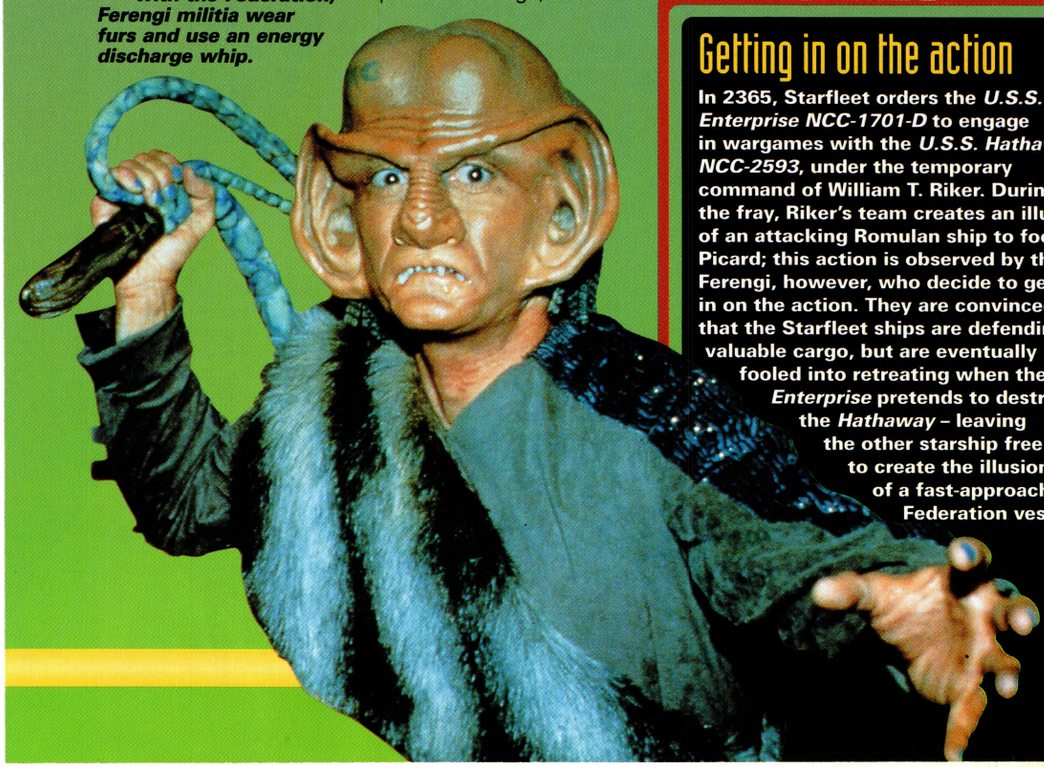
The **125th Rule of Acquisition** states: "You can't make a deal if you're dead." This strongly motivates Ferengi to choose less-than-noble tactics in combat situations. As they become more exposed to other cultures, however, the race may find that they are as capable of noble sacrifice as the most honorable Klingon. The selfless actions of brave Starfleet cadet **Nog**, during the **Dominion War**, provide a possible glimpse of this future.

FERENGI FACTS

Picard defeats the Ferengi ship at the Battle of Maxia by accelerating his vessel to warp speed and creating a ghost image of the *Stargazer* to fool the enemy. This is now known and taught as the Picard maneuver.

In contrast to the 34th Rule of Acquisition, the 35th rule states that peace is also good for business.

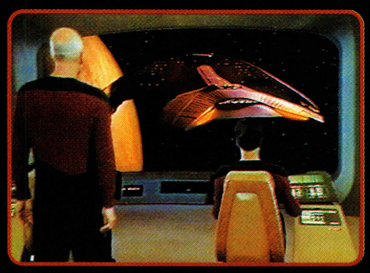
In early encounters with the Federation, Ferengi militia wear furs and use an energy discharge whip.



WARGAMES

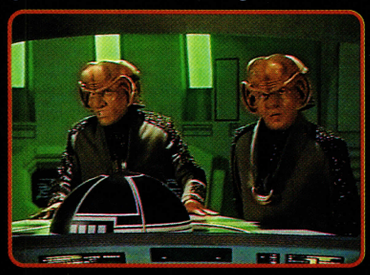
Getting in on the action

In 2365, Starfleet orders the *U.S.S. Enterprise NCC-1701-D* to engage in wargames with the *U.S.S. Hathaway NCC-2593*, under the temporary command of William T. Riker. During the fray, Riker's team creates an illusion of an attacking Romulan ship to fool Picard; this action is observed by the Ferengi, however, who decide to get in on the action. They are convinced that the Starfleet ships are defending valuable cargo, but are eventually fooled into retreating when the *Enterprise* pretends to destroy the *Hathaway* – leaving the other starship free to create the illusion of a fast-approaching Federation vessel.



Picard assumes the Ferengi ship is another illusion created by the U.S.S. HATHAWAY.

The Ferengi believe the Romulans were attacking to gain some valuable cargo.



THE NECHANI

OTHER GROUPS AND RACES

The Nechani are an advanced race that put great stock in spiritual beliefs of ancestral spirits that watch over them. The pragmatic crew of the *U.S.S. Voyager NCC-74656* are surprised to discover that there is more to these beliefs than just superstition.

On its long journey through the **Delta Quadrant**, the **Federation** vessel ***U.S.S. Voyager NCC-74656*** has encountered many new civilizations. Some pose a threat or are concerned simply for themselves, but others respond to the starship's friendly overtures. The **Nechani** fall into the latter group; this friendly race readily offers shore leave to the ship's crew, affording them the opportunity to learn something of Nechani society and culture.

The Nechani homeworld is a yellow-brown color when seen from orbit, with continents separated by yellow oceans. The people seem to live underground, as there is no evidence of life or dwellings on the surface.

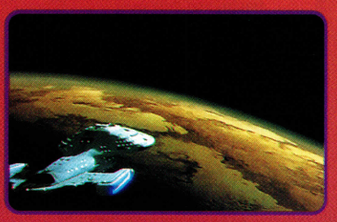
The Nechanis' main distinguishing feature is a furrow above the eyebrows that joins together to become flaps of skin terminating on either side of the bridge of the nose, but apart from these facial characteristics they bear a striking resemblance to human beings. Like humans, their skin colors range from light to dark.

The Nechani understand sophisticated technology such as **bioscanners**, but they are a more spiritual than technological people. Details of their wider society remain unknown, but much of their life appears to revolve around their relationship with their race's ancestral spirits.

Church and state

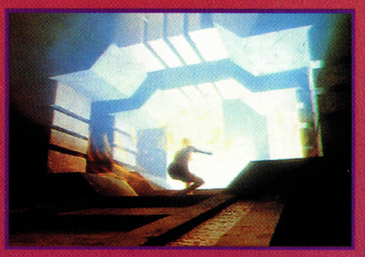
A clear distinction exists between religion and government, however; the authorities and the **Nechisti** – devoted monks who spend their lives serving the ancestral spirits – work side by side and are very respectful of one another, but each organization remains autonomous. This is specified in an agreement that has served the society well for centuries.

For example, the magistrates that lead the Nechani also conduct guided tours of the sacred Nechisti caves. They are diplomatic hosts, but are bound by the belief system of their culture; they soon become upset if visitors are disorderly or disrespectful, and may insist that such people leave. They can plead a case on behalf of outside parties with the Nechisti monks, but have



The Nechani homeworld looks serene from orbit, reflecting the harmonious nature of the people who live there. The large continents are separated by yellow-brown oceans.

The Nechani appear to live in an elaborate network of caves. Those belonging to the Nechisti monks are adorned with the sacred symbols of their spiritual beliefs.



The large entrance to the Nechisti shrine is protected by a biogenic field that injures anyone who passes through unprepared. The Ocampan, Kes is hurt when she tries to enter.

THE TALE OF KING NEVAD

True believers only

An ancient, well-known Nechani story tells of a young prince who wandered into the Nechisti shrine accidentally and entered the same "death sleep" that affects *Voyager* crew member Kes. The people of the time said it was the will of the spirits, but his father, King Nevad, refused to accept this and underwent the Nechisti ritual to seek an audience with the spirits and plead for his son's life. His request was granted. Captain Janeway believes this ritual may be similar to one practiced by the shamans of the Karis tribe on Delios VII, where increased electrical resistance in their skin protects them from the plasma discharges in their sacred caves, and decides to attempt the ritual to save Kes.

Neelix is distraught when Kes is injured by the forcefield that protects the Nechisti shrine, and insists that she "didn't touch anything."

The Nechani ambassador tells Captain Janeway he cannot help her comatose crew member, Kes.

Designation	Nechani homeworld
Class	M
Quadrant	Delta
Inhabitants	Humanoid
Government	The Nechani are a spiritual race, but their government is secular, a position protected by an ancient agreement.
Environment	The surface of the planet appears to be a standard Class-M environment, but most of the population appear to live in caves.
Features	The culture of the Nechani appears to be dominated by the Nechisti religion and the worship of the ancestral spirits.
Starship log	STAR TREK: VOYAGER 'Sacred Ground'

OTHER CARDS IN THIS FILE...

22 THE PEOPLE OF VAAL
31A THE SKY SPIRITS
65 THE FABRINI

SEE OTHER FILES...

STAR TREK: VOYAGER.....File 71

STAR TREK: TM, ® & © 1999 Paramount Pictures. All rights reserved.

THE NECHANI

GALAXY FACTS

- **The caves are lit by temperamental chromodynamic lights. These burn out if tuned too low, and sputter if tuned too high. Some monks advocate their replacement with neodyne lights.**
- **The shrine's biogenic field induces severe neuroleptic shock that disrupts cortical functions.**
- **The Nechani world is home to a notoriously fussy life form called Tarchee cats.**

no real influence over them.

This small difference is emphasized in the attire worn by government officials and the Nechisti order. The former wear ornate garb, such as a green, patterned tunic wrapped to form a V-neck, with matching trousers and boots. The latter wear ruffled white robes with a sash from the right shoulder to the left waist, and a hood worn back on their head. The lower caste of acolytes wear a similar outfit, but of a darker brown or gray, with their hair up in more elaborate styles than the magistrates' tidy cuts.

The monks of the Nechisti order are quiet, reverential people with simple designs painted on their faces. They are governed by the **Nechisti Council**, which is steadfast in its decisions, but also open to "creative" solutions to problems. One example is when *Voyager* crew member **Kes** is badly injured by an intense **biogenic field** protecting the entrance to a sacred Nechisti shrine.

Nechani government officials tend to dress in dark, businesslike apparel and wear their hair short. By contrast, the Nechisti monks wear flowing robes of a white, muslin-like cloth and cover their heads.

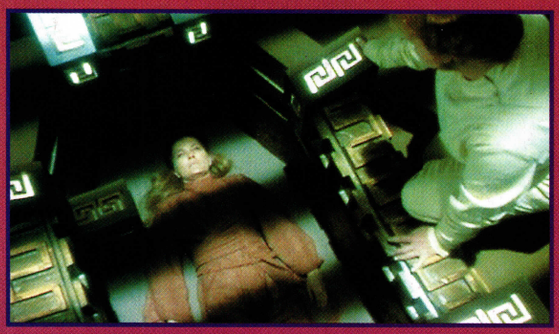
Captain Janeway learns that not everything in life can be explained. She says that she is attempting the ritual to save her friend's life, not for her own personal enlightenment, but much to her surprise she exits the caves having achieved both.

Honoring the spirits

Captain Janeway learns that the monks can enter the shrine without being harmed after preparing themselves in sacred communion with the spirits, and volunteers to undertake this mystical ritual. The council readily agrees; it apparently extends latitude to anyone willing to embrace Nechani philosophy, and considers it an honor that an outsider should want to seek communion with the spirits.

The Nechisti shrine is where the monks receive the gift of "purification," and is one of the planet's most sacred sites. The entrance is a simple rectangular archway with light blazing from inside, and burning torches to either side of the four steps leading up to it. The type of energy emitted by the biogenic field is a mystery to the Nechani people; scanning is not allowed, as it would show disrespect to the spirits. The magistrates view the naturally-occurring, fatal phenomenon as a punishment, though they express anguish at not preventing the mishap by being more observant.

The shrine is part of a series of sacred caves adorned with symbols grouped at intervals along the passageways and lit by long strip lights built into alcoves. As the monks pass by these symbols, they pause to incline their heads. There is conjecture from outsiders as to what these might represent: happiness, or a blessing, or perhaps fertility. Other chambers feature beautiful painted panels and a raised dais.



After Janeway has spent 39 hours in a grave-like chamber, the guide tells her that this part of the ritual has been irrelevant.

Keeping perspective

The Nechani are a people defined by their spiritual beliefs, but not consumed by them. The communion with the ancestral spirits reflects their culture: there is a scientific explanation for the resistance to the biogenic field, but this is not in itself conclusive. The race believes that not everything in life is quantifiable, or tangible – the experience appears to rely on a leap of faith as well as scientific knowledge, and seems to support the Nechani belief that the two doctrines cannot be separated.

JANEWAY'S JOURNEY

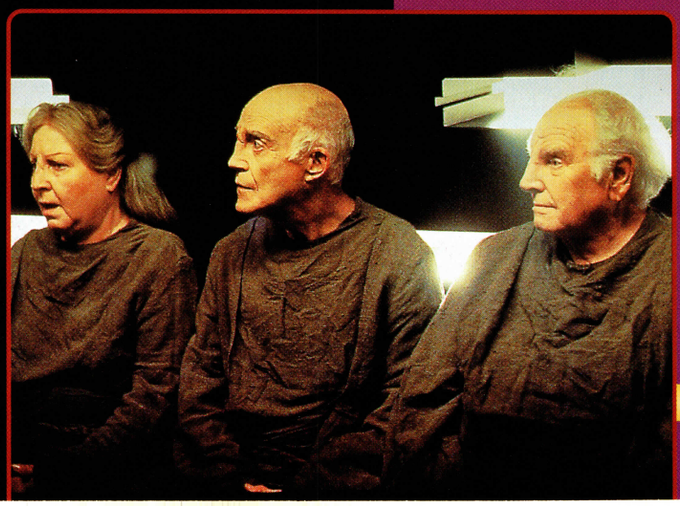
Learning to believe

The first stage of Captain Janeway's attempt to commune with the Nechani ancestral spirits is an encounter with two elderly men and an elderly woman; seated in a small chamber, they talk elusively of waiting, determination, and patience. It is not known if these monks have any other role, or simply remain in the room waiting for those undertaking the ritual.

The second stage combines artistic endeavors such as painting with various tests of physical endurance, such as rock climbing and holding a heavy rock at arm's length. This appears to have a mystical significance, as the rock briefly glows, leading to an increase in neuropeptides in the participant.

The most important part of the ritual involves the bite of a snake-like creature called a nessit. Nechani beliefs speak of the nessits as gatekeepers, able to travel from this world into the spirit realm. It appears that the breakdown of their toxin in the victim's system has a hallucinogenic effect, allowing the victim to 'speak' to the ancestral spirits. This can leave the participant unconscious for almost 40 hours. The process apparently also produces the natural 'immunity' the Nechisti monks acquire before they pass through the biogenic field protecting their sacred shrine.

The Nechisti acolytes remove Janeway's Starfleet uniform before she begins with her attempt to commune the spirits. They dress her in their own robes before she enters the caves.



On her journey to the ancestral spirits, Janeway meets three elderly Nechani who appear to be in a waiting room. She soon learns they are part of the test.

Lysian Sentry Pods

The sophistication of Alpha Quadrant technology varies greatly from species to species. The Lysian Alliance is no match for the Federation, but its simple and effective *Lysian Sentry Pods* have kept the warlike Satarrans at bay for decades.

In 2368, the crew of the ***U.S.S. Enterprise NCC-1701-D*** are manipulated by a **Satarran** agent. Posing as **Commander Kieran MacDuff**, the alien is responsible for the **Starfleet** ship unwittingly becoming embroiled in a decades-old war between the Satarrans and the **Lysian Alliance**.

The minds of the crew are wiped clean by MacDuff, who then feeds them information that they are at war with the Lysians. The *Enterprise* journeys to the Lysian system in order to attack and destroy ***Lysian Central Command***, the main headquarters of the Alliance's military operations. The Starfleet crew encounter the first line of defense just within the boundary of the system – a series of ***Lysian Sentry Pods***, the modest power and defensive capabilities of which appear to contradict the reports they have been given.

Easily detected with conventional sensors and not utilizing any kind of stealth technology or cloaking systems, the *Lysian Sentry Pods* are completely automatic and have no crew aboard. At 29 meters in length, they are very small in comparison to most Starfleet vessels. Forty-seven units form a perimeter around *Lysian Central Command*, covering the approach of potentially threatening vessels in all directions.

A tactical analysis of the units shows that each pod is equipped with fusion generated pulse lasers, an outmoded and comparatively low powered forerunner to Starfleet **phaser** technology. They have minimal shielding and poor firepower.

Identical design features

Each *Sentry Pod* has an identical configuration and consists of three main elements: a primary hull and two identically sized propulsion and weapons units. These rectangular pods are connected by a drilled pylon and have a glowing red light at the front, although there is no sign of engine or exhaust gases from their rear. Set at right angles to the main hull, the drone's main weaponry is situated at the front of these angled sections, and takes the form of twin laser beams, one of which issues from each side of the main hull. These are synchronized to meet at a targeted point of contact on an enemy vessel for maximum destructive potential. No *Lysian Sentry Pods* exhibit any kind of **photon torpedo** technology or guided missile systems, and while they are extremely fast and maneuverable, one Starfleet phaser burst will instantly destroy them.

The main hull consists of a pointed bow and flat, cut-off stern. As it has no crew, no lights shine from windows or viewing ports. The upper part of the pod is rectangular in shape when seen from above, and carries two external, saucer-shaped units. The forward unit is located just in front of the leading edge of the pylons, while the rear unit lines up centrally with the protruding side pods.

Rush to attack

When the *Lysian Sentry Pods* detect an approaching vessel, they respond immediately, reaching attack speed very quickly. The units can operate independently, but any potential attacker is met by a number of units working together – up to six pods will attack a potential assailant at once. They have agility in their favor, but their lack of firepower and poor defensive shields make them an easy target even in large numbers; a more sophisticated targeting system can dispose of them within seconds.

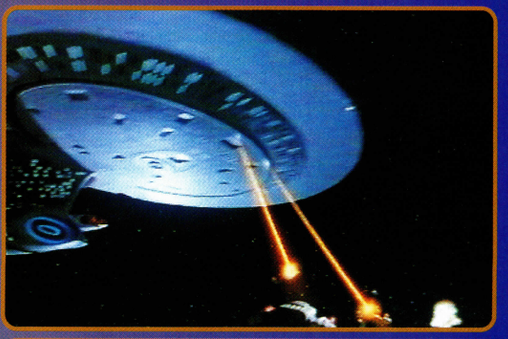
Their own sensor systems are unable to match the speed of an attack from the *Enterprise*, which is quickly able to pass through the hole created in the perimeter. The fact that the remaining 41 pods do not engage the *Enterprise* suggests that the unit's sensors are very zonal in nature and can only scan a certain part of space at any one time.

Nevertheless, the *Lysian Sentry Pods* prove a highly effective deterrent to the enemy Satarrans. As McDuff's attempt to use advanced **Federation** technology to win the war fails, the pods are no doubt replaced and will continue their silent and effective vigil against attack from Satarran military forces.

Given the Lysian state of war with the Satarrans, these small and versatile LYSIAN SENTRY PODS will instantly swarm to attack any alien vessel entering Lysian territorial space.

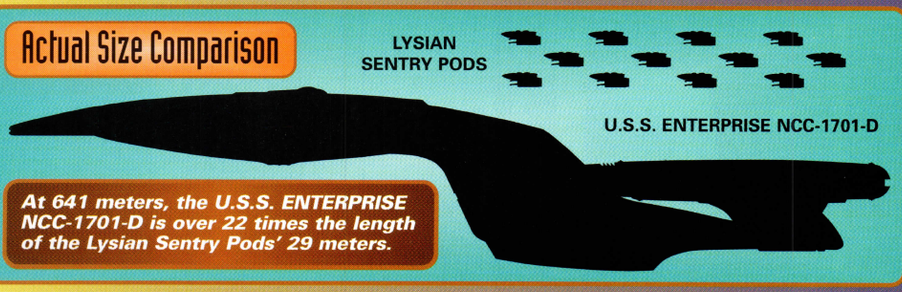
The U.S.S. ENTERPRISE encounters the Lysians' first line of defense as they enter the boundaries of the Lysian system, but they are less powerful than reported.

At just 29 meters in length, the LYSIAN SENTRY PODS are very small in comparison to Starfleet vessels, and certainly no match for the ENTERPRISE.



The crew of the ENTERPRISE are manipulated into attacking the poorly-defended LYSIAN CENTRAL COMMAND. The SENTRY PODS prove to be no challenge.

Actual Size Comparison

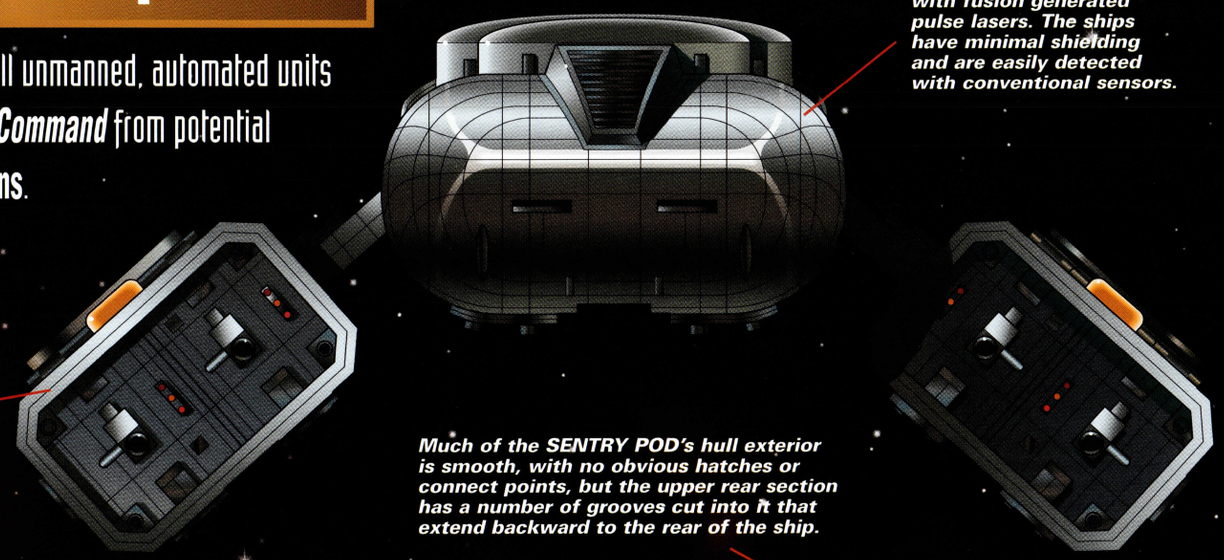


At 641 meters, the U.S.S. ENTERPRISE NCC-1701-D is over 22 times the length of the Lysian Sentry Pods' 29 meters.

STAR TREK. ™, ® & © 1999 Paramount Pictures. All rights reserved.

Lysian Sentry Pods

The ***Lysian Sentry Pods*** are small unmanned, automated units that protect the ***Lysian Central Command*** from potential attack from the warring **Satarrans**.



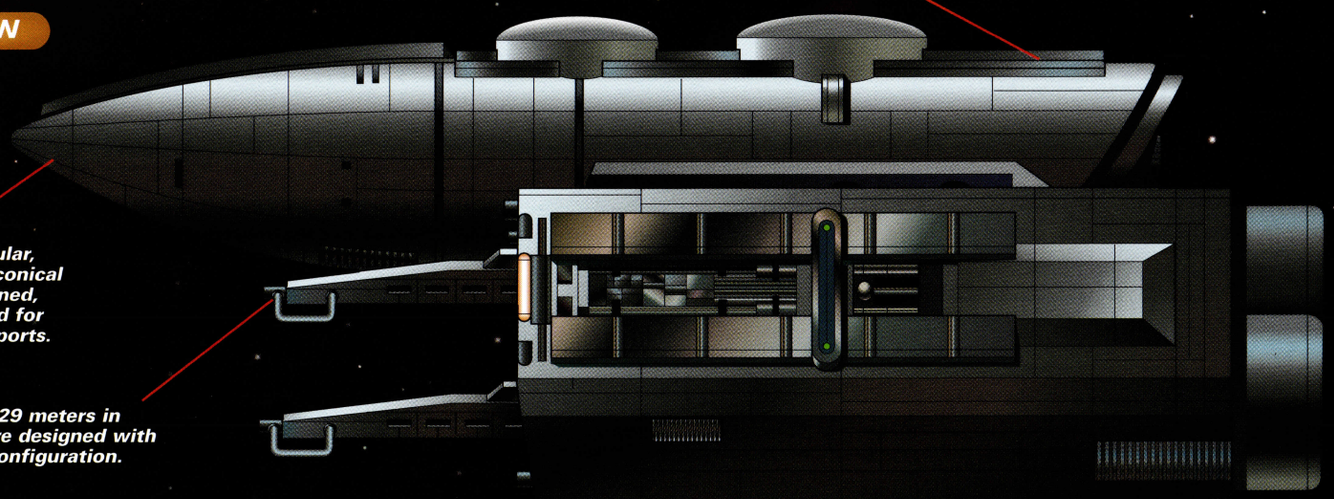
Each pod is equipped with fusion generated pulse lasers. The ships have minimal shielding and are easily detected with conventional sensors.

FRONT VIEW

A drilled pylon connects the pod's main body with its two identical propulsion and weapon units. What these sentries lack in weaponry, however, they make up for with agility.

Much of the SENTRY POD's hull exterior is smooth, with no obvious hatches or connect points, but the upper rear section has a number of grooves cut into it that extend backward to the rear of the ship.

PORT VIEW



The pods are rectangular, with a flat stern and conical bow. They are unmanned, and thus have no need for portholes or viewing ports.

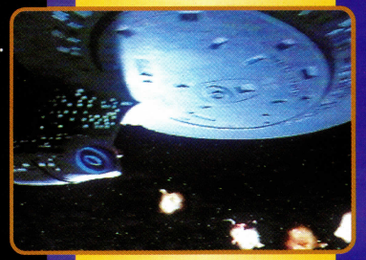
The pods are 29 meters in length, and are designed with an identical configuration.

LYSIAN SENTRY PODS

First recorded: 2368

Type: Automated pods

Remarks: The *Sentry Pods* are unmanned and fitted with crude weaponry by **Federation** standards.



The U.S.S. ENTERPRISE crew are coerced into believing that the Lysians are holding Federation hostages.

MacDuff is killed when the ENTERPRISE crew realize that he, and not the Lysians, is their true enemy.

FILE 43 STARFLEET PERSONNEL

Seven of Nine: Learning to be Human

Having spent more of her life as a Borg drone than a human being, Seven of Nine finds it difficult to adjust to life as an individual, but her *U.S.S. Voyager NCC-74656* crewmates are on hand to offer advice and encouragement.

Seven of Nine is separated from the **Borg collective** by the crew of the ***U.S.S. Voyager NCC-74656*** in 2374. She initially finds the loss of a unified Borg 'voice' and the silence of her own mind difficult to cope with but, as she regains her humanity, she grows accustomed to having her thoughts to herself once more. The assimilated personalities in Seven's mind occasionally cause memory lapses, but the collective voices which once soothed her are now simply upsetting. Rather than tolerating her new existence she now shows a genuine desire to become more human.

The physical removal of the majority of Seven's Borg implants, and the necessity for her to begin human processes such as eating and drinking, mark a clear separation from the Borg collective. Much more important, though rather less clearly defined, is her mental transition from Borg to human. This happens almost unconsciously.

As Seven becomes used to her new crewmates, she slowly acquires human mannerisms: she seems fond of clasping her hands behind her back while contemplating a situation, often arches her eyebrows when trying to make a point, and sighs if given a task she does not relish.

Facing up to emotions

Additionally, Seven takes the **EMH**'s advice to practice more relaxed facial features, trying out the unfamiliar act of smiling in the privacy of her cargo bay alcove. The **Doctor** also suggests Seven learn some social graces and exercise common courtesy. Putting this into practice, Seven begins, awkwardly at first, to say "thank you" to those who help her. Her early attempts to acknowledge **Harry Kim**'s physical attraction to her are far less successful, however; her blunt suggestion that he wants to have sex with her

PROFILE OF A HUMAN BEING

DESIGNATION: Seven of Nine

LIFE FORM: Human female, assimilated by the Borg from 2355 to 2374.

FAMILY: Magnus Hansen [father], Erin Hansen [mother].

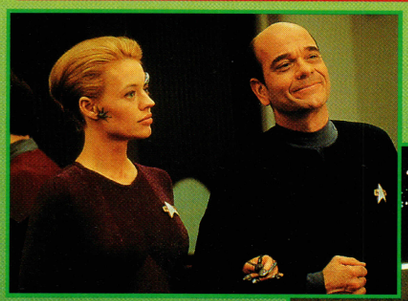
FRIENDS: Seven is particularly close to the Doctor, Naomi Wildman, Neelix, and Captain Kathryn Janeway.

ASSIMILATED INDIVIDUALS: During Seven's time in the collective, the Borg assimilated many people, including human girl Maryl Glover, a Starfleet officer, the Ferengi Wallin, and a Klingon warrior.

Annika Hansen was only seven years old when she was assimilated by the Borg in 2355. Over the following 19 years her individuality was repressed, but after joining the U.S.S. VOYAGER crew in 2374 'Seven' slowly begins to reacquaint herself with human feelings and foibles.

★ Resistance
Seven initially resists Janeway's patient attempts to humanize her, but eventually realizes that the captain only wants her to cope without the support of the Borg collective.

NEW BEGINNING



★ Social graces
With the aid of the holodeck, the Doctor helps Seven learn a little about simple human politeness.

★ Former human
Seven only haltingly recalls memories from her life as human child Annika Hansen.

★ Fellow outsiders
Seven recognizes that she and the Doctor have a great deal in common; he takes it on himself to give her lessons in etiquette.

STAR TREK. TM, ® & © 1999 Paramount Pictures. All rights reserved.

Seven of Nine: Learning to be Human

★ **Playing the game**

Tom Paris does his best to introduce Seven to the pleasures of his Captain Proton holodeck scenario – without much success.

★ **Cultural education**

Janeway tries to tutor Seven in the humanities by showing her the da Vinci holostudio.

★ **Reluctant artist**

Seven's attempts to achieve perfection through the Omega Molecule help her to understand art.

merely frightens the ensign.

As time passes, Seven begins to think in a more human way without even realizing she is doing so. When *Voyager* first encounters the **Cataati**, a race whose decimation by the Borg has left the few survivors to wander the Galaxy in poverty, she claims to have no feelings of remorse, but later offers to share knowledge that will enable the race to become self sufficient for the first time since the attack. **Captain Janeway** describes this as an "unexpected act of kindness" – the very kind of human response the captain had earlier tried to explain to the bemused Borg.

Learning to care

On another occasion, after Seven's mistaken claim that **Kovin** attacked her leads the **Entharan** arms merchant to make a suicidal attack *Voyager*, she admits to feeling remorse at the death of this single being, whereas she felt nothing for the "countless millions" she helped to destroy while part of the Borg collective. By the end of her first year with *Voyager*, Seven has acquired such strong human values of selflessness and concern for her friends that she is prepared to risk her own life for the chance of saving theirs, cutting power to her life support systems in order to reroute it to the stasis chambers in which they are sleeping.

Seven's transition from Borg drone to individual is not an easy one. She often butts heads with Janeway over her tendency to openly disagree with the experienced captain, but over time Seven learns to fully appreciate her commanding officer's capabilities.

Seven may learn to exercise some discretion, but this does not stop her from speaking her mind: upon learning that a portion of the EMH's memory has been erased because his programming could not handle a unique situation, Seven points out that he has exceeded his original programming and should be allowed to face the complexities of the event, instead of having his memories of it erased. She reminds the captain that she is also part machine, and wonders if Janeway would treat her the same way. Seven's comments lead to a re-evaluation of the situation with the Doctor.

Seven's growing understanding of the human condition is made clear when she has the opportunity to guide another drone to individuality. A highly advanced Borg is created on *Voyager* in a **transporter** accident, and Seven is assigned the task of helping **One**, as he dubs himself, to become an individual. When One expresses curiosity about the Borg, Seven says that she will not permit the ship to be assimilated by them, and teaches him human values so well that One gives his life to save *Voyager*. She experiences real emotional pain over this loss.

Reconnected

Seven looks to Janeway as her guide to humanity. When Janeway asks Seven if her transformation from Borg to human was worth it, the former drone assures her that she would never choose to have her experiences on *Voyager* erased. She now thinks of the ship and its crew as her collective.

> "Compared with the Borg, this crew is inefficient and contentious ... but it's also capable of surprising acts of kindness."
> — Seven of Nine

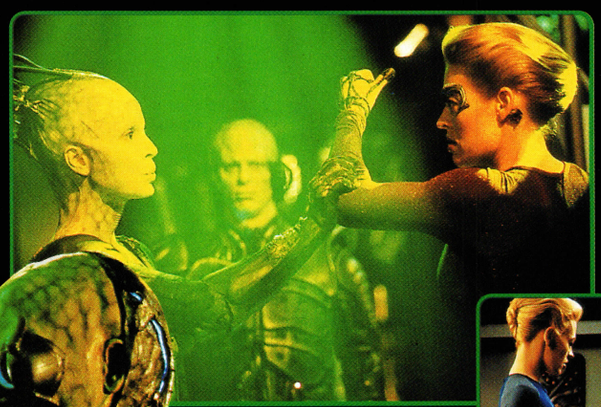
ECHOES OF THE PAST

Back to the Borg

In 2375, senior officers from the *U.S.S. Voyager* undertake "Operation Fort Knox" – a daring raid on a damaged *Borg cube*. To protect her crewmates, Seven of Nine allows herself to be recaptured by the Borg; she is brought before the Queen and told that her intimate experiences of humanity will prove invaluable when she is reincorporated into the collective, and even suggests that this is why the Borg allowed her to be captured by *Voyager*. Seven has no wish to surrender her individuality, and is very grateful when she is rescued by an away team.

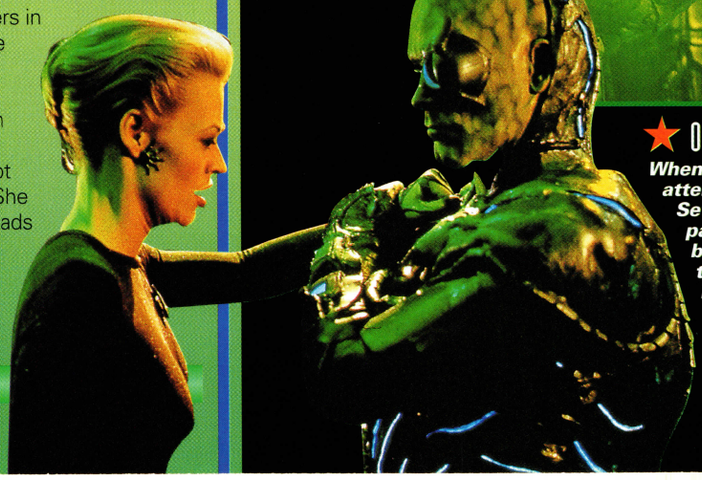
★ **Captured**

Seven of Nine is frequently reminded of her Borg past, most notably when she is captured by the Borg Queen in 2375. Seven's growing humanity allows her to reject reassimilation.



★ **Other voices**

A Borg vinculum reactivates many of the dormant personalities housed in Seven's mind. This disturbing experience brings with it feelings of guilt over the Borg's ruthless assimilation of other races.



★ **One of us**

When One roughly attempts to access Seven's neural pathways, she bluntly tells him to stop assaulting her. Seven's growing humanity brings with it new feelings of hurt and pain.

FILE 43 STARFLEET PERSONNEL

Jack Crusher

Jack Crusher joined **Starfleet** as an earnest young officer willing to carry out any duty asked of him. His marriage to **Beverly Howard** brought him great happiness and a delightful young son, but Jack's promising career was cut tragically short during an away mission in 2354.

OTHER CARDS IN THIS FILE...
27A PICARD'S STARFLEET CAREER
31 DR. CRUSHER
34 WESLEY CRUSHER

SEE OTHER FILES...
OTHER FEDERATION STARSHIPS.....File 31
STAR TREK: THE NEXT GENERATION.....File 69

The early death of **Lt. Commander Jack Crusher** cost his wife, **Dr. Beverly Crusher**, and their young son **Wesley** a devoted husband and father, but it also deprived **Starfleet** of a gifted young officer who cared deeply about its ideals.

Through the various postings of his career, Jack Crusher was often away from his family, but he was well regarded by those with whom he served, and he counted many of them as friends. His final assignment was on a starship – the ***U.S.S. Stargazer***, a ***Constellation***-class deep space exploration vessel – where he served under his close friend **Captain Jean-Luc Picard**. This friendship did not interfere with the chain of command; when Picard ordered Jack to take part in an away mission in 2354, the young officer unhesitatingly followed the order. He paid for this loyalty with his life.

Jack Crusher's body was brought back to his wife and five-year-old son by a guilt-stricken Picard, who also took on the difficult duty of escorting Beverly, at her insistence, to the morgue.

Dating Beverly

Outwardly Jack Crusher appeared an almost painfully earnest young officer, but he displayed a keen sense of humor even in the most serious moments. He was introduced to **Beverly Howard** by **Walker Keel**, a Starfleet officer and mutual friend of his and Jean-Luc Picard's. He fell in love with the beautiful, intelligent woman, and demonstrated his sense of humor by proposing to Beverly, who was still at medical school, with a copy of the book '**How to Advance Your Career Through Marriage**'. They married in 2348, and their son Wesley was born a year later.

Jack and Beverly's dedication to their respective careers meant that they were often separated. After her graduation from medical school, Beverly completed her internship in 2352 on **Delos IV**, and Jack's postings on ships such as the *Stargazer* meant that their time together was limited. They nevertheless managed to have many happy times together, and after his death Beverly looks back fondly on her

PROFILE OF AN OFFICER

NAME: Jack Crusher

LIFE FORM: Human male (deceased)

STATUS: Lt. commander on the ***U.S.S. Stargazer NCC-2893***

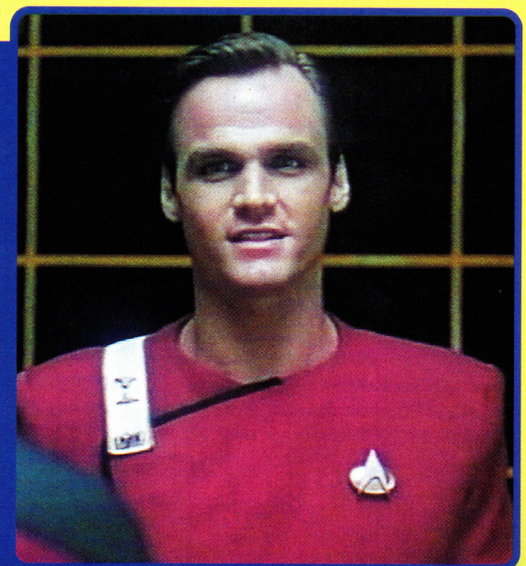
FAMILY: Beverly Crusher (wife), Wesley Crusher (son).

FRIENDS: Jean-Luc Picard, Walker Keel

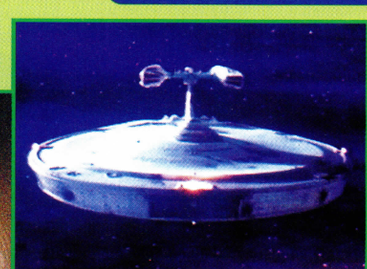
REMARKS: In 2354, Jack Crusher was dies in the line of duty serving aboard the ***U.S.S. Stargazer***.

FIRST MENTIONED: 'Encounter at Farpoint' (TNG)

FIRST SEEN: 'Family' (TNG)



Jack Crusher married medical student Beverly Howard in 2348; their son Wesley was born the following year. The couple envisaged a long and happy future together, but a tragic accident in 2354 ended Jack's life, leaving Beverly to raise their child by herself.



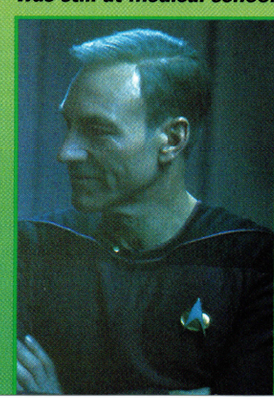
★ **Final assignment**
Jack's last posting was on the U.S.S. STARGAZER, under his close friend, Captain Picard.

★ **Matchmaker**
Walker Keel, a close friend of Jean-Luc Picard's, introduced Jack Crusher to Beverly Howard while the gifted young woman was still at medical school.

LIVING WITH LOSS

★ **Duty before friendship**
A younger Jean-Luc Picard sent Jack on the away mission that ended his life.

★ **Single parent**
Dr. Beverly Crusher sees in Wesley the qualities that first attracted her to Jack.



STAR TREK. ™, ® & © 1999 Paramount Pictures. All rights reserved.

Jack Crusher

★ **Separations**
In 2352, Beverly's internship with Dr. Dalen Quaice on Delos IV kept her apart from Jack.

★ **Post mortem**
Beverly Crusher asked Jean-Luc Picard to accompany her to the morgue to view Jack's body.

★ **Happy memories**
Captain Picard and Dr. Crusher remember their old friend, while stranded on Kesprytt III. Beverly recalls camping trips she took with Jack and Wesley.

husband. Even her insistence on seeing him in the morgue does not overshadow her memories of the good times they shared.

Off duty, the couple often spent their time with Jack's best friend, Jean-Luc Picard. Jean-Luc was strongly attracted to Beverly, but his loyalty to Jack caused him to deny the feelings even to himself, both during Jack's lifetime and for many years after. Beverly feels attracted to Picard also, but her love for Jack remains powerful.

Hidden feelings

Ten weeks after Wesley was born, Jack Crusher made a holographic recording for his son. His intention was that this would be the first of a series, with more to be recorded in later years, but tragically it turned out that the first one made was also the last. The recording is finally given to Wesley when he turns 18.

It is clear from the recording that Jack loved his son deeply. In it, he says that he can see himself and all the people he has loved in Wesley, that he shares a bond with the infant lying there, and that he can 'feel' the boy is his son. He admits somewhat apprehensively that he does not know the first thing about being a father, and apologizes in advance for all the mistakes he will make in parenting – but his uncertainty is balanced by powerful paternal affection.

Jack's pride at being in Starfleet also comes across strongly in the recording. He is apprehensive that Wesley will come to resent the time his father spends away from him, but knows that the possibility of separation comes with the uniform. He finds it hard to explain the powerful claim that Starfleet has on his life, but he hopes that Wesley will "try on the uniform" and follow him into the service. He would, of course, be equally proud if Wesley becomes a doctor like Beverly, or simply follows his own path.

Despite the fact that he only had a short time with his son, Jack Crusher was able to share with Wesley his love of outdoor pursuits. He took his family on several camping trips to Balfour Lake, teased Wesley about throwing **manta leaves** on the fire, and also taught him the rudiments of baseball. It took Wesley a long time to get over the loss of this special father-son bond.

> "I'll always be a part of you, Wesley."
> — Jack Crusher

Different paths

His father's willingness to consider alternative paths for his son may be one reason that Wesley sees him while on a vision quest in 2370. When the disaffected young cadet is faced with a decision about whether to remain in Starfleet or not, it is significant that Jack appears to him and tells him that he need not follow his parents' path. Even after his death, Jack Crusher's love for Wesley takes precedence over the aspirations he had for his child.

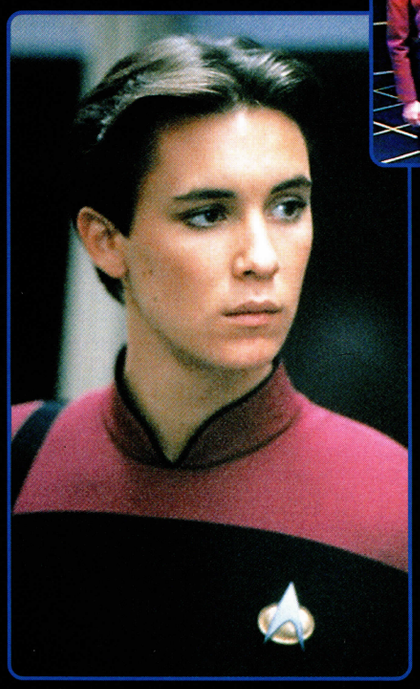
Every Starfleet officer must face the fact that their career is a dangerous one. Jack Crusher knew this, but his early, tragic death at least bequeaths his family a permanent legacy of love, duty, and friendship.

A DIFFERENT DESTINY

Absent father

Jack Crusher died when his son Wesley was just five years old; the boy retains only vague memories of his father. Dr. Beverly Crusher raises her son by herself, passing on many of her husband's aspirations and ideals, particularly Jack's commitment to Starfleet. Wesley clearly misses a father figure in his life, and seeks out others – Picard, Geordi La Forge, the Traveler, even the android Data – who can help him on the difficult journey to adulthood. As he grows older, Wesley comes to realize that he joined Starfleet as a way of following in his father's footsteps. A vision quest experience in 2370 confirms that he should follow his own path in life, even if it lies away from Starfleet.

▼ **Exemplary ensign**
Wesley Crusher proves to be an exemplary ensign during his time aboard the U.S.S. ENTERPRISE, but he comes to realize his true destiny lies elsewhere.



▲ **Holographic reunion**
At the age of 18, Wesley finally views a holographic message recorded by his father when he was just an infant.

▲ **Visionary experience**
Jack Crusher appears to Wesley during a vision quest and urges his son to follow his own dreams and ideals.

FILE 46 TRILL PERSONNEL

Arjin: Trill Initiate

OTHER CARDS IN THIS FILE...
1 DAX
SEE OTHER FILES...
STAR TREK: DEEP SPACE NINE.....File 70

Arjin is a brilliant young man battling through the highly competitive Trill initiate program. It takes Jadzia Dax to show him that convictions and goals are as important as application.

Each year, hundreds of hopefuls apply to the **Trill Symbiosis Commission** for the opportunity to join with a symbiont – a state that is considered the supreme existence in Trill society. The process is incredibly competitive.

Arjin is one such candidate. He is a fragile-looking man in his mid-20's, with long, smooth, black hair separated in a center parting and the typical Trill spots down each side of his neck. His attire is a gray, featureless, ankle-length gown without a collar; this may be standard costume for Trill initiates.

An important part of initiate preparation is the **Trill field docent program**. This involves a potential candidate spending two weeks with a joined Trill, observing them as they go about their duties and daily lives.

Nervous initiate

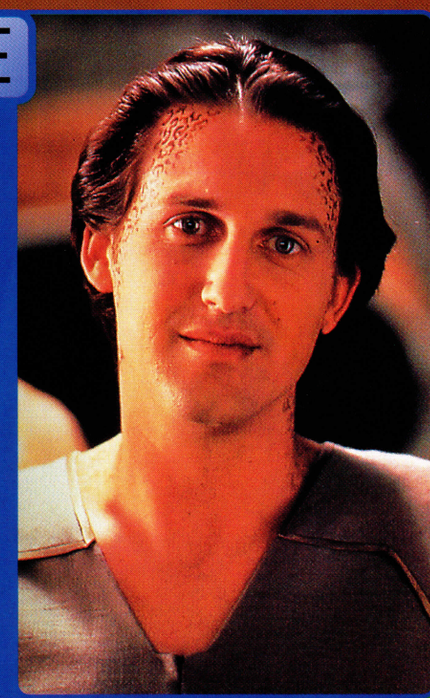
Arjin is sent to the far-flung **Federation** station ***Deep Space Nine*** to spend two weeks with **Lt. Commander Jadzia Dax** – a daunting prospect, as Dax's previous hosts have a fearsome reputation among many Trill initiates. **Commander Benjamin Sisko**, who knows Dax of old, describes this as "[drawing] the black marble."

Arjin even went so far as to request reassignment when he discovered that Dax had been designated his field docent. When this was not granted, the initiate researched his prescribed mentor as much as possible, finding out all he could about Dax's previous hosts, achievements, and records.

PROFILE OF AN INITIATE

NAME: Arjin
LIFE FORM: Unjoined male Trill.
STATUS: Applicant to the Trill initiate program.
FAMILY: Arjin's father served as a pilot instructor at the Gudea post for 40 years before his death in 2369. His sister was ostracized after she ran away to get married rather than join the Trill initiate program.
ACHIEVEMENTS: Arjin is well versed in astrophysics, and has progressed to a fifth level of flight experience.
FIRST SEEN: 'Playing God' (DS9)

Arjin is a Trill initiate who wants to be joined with a symbiont so that he can honor his late father's wishes. This personable and intelligent young man has yet to decide exactly what he wants out of life.



YOUNG HOPEFUL

★ **Vole call**
Arjin's visit to space station DEEP SPACE NINE happens to coincide with an infestation of Cardassian voles.

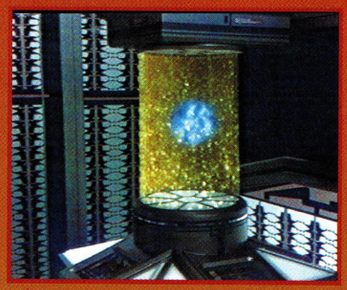
★ **A different Dax**
Jadzia Dax does her best to reassure Arjin that she will be a far less fearsome field docent than Curzon, her predecessor.

★ **Nothing in common**
Arjin finds it very difficult to relate to Jadzia's unconventional attitudes and passion for life.

STAR TREK. ™, ® & © 1999 Paramount Pictures. All rights reserved.

Arjin: Trill Initiate

"You're Dax. Standards for Trill hosts? That is really incredible coming from you." —the enraged Arjin



★ **Arjin to the rescue**
Arjin helps to save DEEP SPACE NINE from the threat of a newly formed protouniverse.

★ **New experiences**
The shy, nervous Arjin has never before encountered such outrageous sights as in the station's Klingon restaurant.

It was typical of the initiate's attitude – with intensive study comes answers. He is nevertheless nervous about his two week trial, and understandably eager to make a good impression.

At first glance the young man appears unassuming, even shy, though he and **Dr. Julian Bashir** establish an immediate rapport on the transport that ferries them both from ***Starbase 41***. He is punctual and eager to impress, wanting to introduce himself to Jadzia immediately, despite the late hour. It is clear, however, from their first meeting – around the **tongo** table in **Quark's bar** – that they approach life in very different ways.

Casual living

Jadzia is amused by Arjin's civility and apprehension, while Arjin is hardly put at ease by Dax's flippant, informal attitude toward the docent program and to life in general. He does, however, demonstrate a quiet sense of humor when he discovers that Jadzia herself was assigned to the formidable **Curzon Dax** as an initiate, and felt equally "nauseous" – he asks if she can give him any tips on how to impress the symbiont.

The young initiate has a fine mind and is well educated. Astrophysics was one of his better subjects, which may explain why he was assigned to Jadzia on *Deep Space Nine*. One of his highest achievements was completing an impressive fifth level of flight experience; this was probably due to his father being a pilot instructor at the **Gudea post** for 40 years. Arjin has never flown a Federation ***Runabout***, however, and is equally inexperienced in life. He cannot play tongo, does not wrestle, and is unfamiliar with cultural minutiae such as **Romulan** composers, **Klingon** food, and the **Ferengi** beverage known as a **Black Hole.** These are things the long-lived Dax takes for granted.

Growing doubts

Arjin appears to harbor many doubts about his own strength of personality and suitability for the program. Dax shares these doubts, finding his awkward attempts to impress her with his intellect and cloistered achievements, on top of his general demeanor, arrogant.

Part of the problem is that Arjin is following the path his father laid out for him. He has little idea of what he wants to do after being joined, expecting that the symbiont will guide him. The undeniably brilliant young man has got this far by anticipating every demand of the program and performing above everyone's expectations, and the harsh realization that from this point on it will not be good enough sends him into a downward spiral.

The increasingly desperate initiate feels betrayed by his docent's apparently cavalier manner, and stands up to her in a blaze of anger at being summarily dismissed. The moment of truth comes for the despondent Trill when he drowns his sorrows, in time-honored tradition, in Quark's bar. He drunkenly muses that with his race's dual existence comes a two faced attitude, but this bitterness is perhaps more a result of his own frustration that Dax is right – without goals and aspirations of his own, there is nothing he can bring to the rare privilege of being joined.

Arjin and his field docent forge a more productive relationship when Jadzia admits to him that she sees much of herself as an initiate in the young man. The realization that there is more to life than making grades, and that a person – particularly a potential Trill host – must meet their own expectations rather than a father's, a teacher's, or anyone else's helps Arjin to set himself new priorities. He even has a chance to put some of his much-vaunted skills into practice when he joins Jadzia on a hazardous mission to deposit a newly formed **protouniverse** back in the **Gamma Quadrant**, where it was first formed. Despite his initial uncertainty, Arjin's first class piloting skills protect the protouniverse from hazardous **verteron radiation nodes** and prevent a catastrophic explosion.

Arjin leaves *Deep Space Nine* a stronger person, and with a friend in Jadzia Dax. Joining is not for everyone, and it is not known if his bid to become a Trill host is eventually successful or not, but Arjin now realizes that joining is a means, not an end in itself.

★ **High flyer**
Despite his impressive piloting skills, Arjin had never piloted a RUNABOUT before coming to DEEP SPACE NINE.

FAMILY PRESSURE

Father knows best

Arjin feels a great weight of responsibility to succeed in the Trill initiate program because of his father, who sponsored him. The older Trill was not joined, but had great ambitions for his children. Arjin's sister was always his father's first choice for joining, but she ran off and got married after being accepted to the program. His father never spoke to her again.

On the day he died, in 2369, Arjin's father turned to his son and said: "I'm counting on you." These were his last words to him. He did not care what Arjin did with his life afterward, or whether he entered Starfleet Academy or not, as long as he became joined. Arjin's own goals are no more specific; he believes the symbiont will provide him with guidance, and thinks that joining makes a Trill host serene and wise beyond their years.

A heated argument with Jadzia Dax leads Arjin to closely examine his motives for joining with a Trill symbiont. He begins to realize that there is more to life than simply following the path of his father's hopes and aspirations.

FILE 59 SYSTEMS

Holodeck Safety Protocols

The stunning degree of verisimilitude displayed by most holodeck scenarios brings with it many attendant dangers. A series of safety protocols are in place to prevent serious injury, but when these are disabled the holodeck can become a life-threatening environment.

By switching off the safety protocols, Captain Picard can use the Dixon Hill program's holobullets to penetrate Borg body shielding.

The 24th-century **holodeck** can simulate almost any situation or environment with a degree of fidelity that is indistinguishable from reality. This is achieved by the use of specialized **replicator** and forcefield technologies. Replicated matter converts to pure energy when removed from the holodeck, but within these confines it seems real. This adds an extra dimension to holodeck simulations: they can kill.

For this reason, **Starfleet** engineers have equipped every holodeck with 'smart' safety protocols to ensure that simulated realities remain just that – safe simulations. To understand these safety protocols, it is necessary to understand how the artificial reality of the holodeck is created.

Holodeck imaging processors can mimic virtually any environment. As the participants move about the holodeck, the image changes as replicators and forcefields complete the illusion of reality. Forcefields generated within the holodeck can also change gravity so that the participant can experience the real effects of climbing a mountain or walking the surface of a planet.

Deadly weapons

The replicators can also produce actual working objects – a **phaser**, **Klingon bat'leth**, or old Earth machine gun – made of physical matter known as **holomatter**. Holomatter gives the illusion of real matter down to the molecular level, converting energy into physical material to create full resolution holo-objects in three dimensions. Within the holodeck environment, replicated weapons can be lethal without proper safety protocols.

Safety protocols are automatically initiated whenever a holodeck program is activated, but they can be overridden. When an officer is attempting to override the safety routines, the computer delivers a loud warning: "Overriding safety routines may result in severe injury." A second override command must then be given to turn off the safety protocols. Not everyone can turn off these safeguards at their discretion: the computer will only respond to such commands from a senior officer with proper authorization.

Manipulation of the holodeck's manual controls – which are normally located just inside the holodeck chamber – by someone who has the necessary engineering skills, can also turn off the safety protocols. As this procedure alerts the ship's main computer, an unauthorized instigator also has to rewire the system to prevent such an alarm from being sent. **Lt. B'Elanna Torres**, of the ***U.S.S. Voyager NCC-74656***, does this in 2375 to experience the real danger of orbital sky diving. Such tampering is a breach of Starfleet regulations, and the half-Klingon officer faces a reprimand for her actions.

Klingon risk-taking

Klingons such as **General Martok** will occasionally participate in dangerous battle rituals with the safeties off, believing this provides a more realistic training exercise. The fact that they may die during a battle, rather than suffer a few bruises and abrasions, is not a concern. It is the Klingon way. During **Commander Worf**'s **Kal'Hyah** 'bachelor party,' Martok has the holodeck safety protocols removed so that the participants can experience ritual trials involving blood, pain, sacrifice, and anguish.

There are times of extreme emergency when the removal of holodeck safety routines can be an advantage. For example, when **Tom Paris** and **Seven of Nine** are trapped inside Paris's **Captain Proton holonovel** during a **hologrid** failure, they are attacked by a mysterious alien intruder. Seven orders safety protocols disengaged and seizes a 'ray gun' to dispatch the enemy.

Seska seeks revenge against one-time Maquis infiltrator Tuvok by rewriting his 'Insurrection Alpha' mutiny scenario and removing the safety protocols.

When the life essences of DEEP SPACE NINE crew members have to be stored inside Dr. Bashir's secret agent scenario, safety protocols are once again disabled.

The Hirogen take control of the U.S.S. VOYAGER's holodecks in 2374. To heighten their sense of the hunt, they remove all safety protocols and force the crew to enter dangerous scenarios.

STAR TREK. ™, ® & © 1999 Paramount Pictures. All rights reserved.

Holodeck Safety Protocols

Two years prior to this, on the other side of the Galaxy, **Captain Jean-Luc Picard** uses the holodeck safety protocols to his advantage when the ***U.S.S. Enterprise NCC-1701-E*** is invaded by the **Borg**. He uses his 1930's **Dixon Hill** detective program to create a club featuring criminals of the era, many of whom carry machine guns. Without the safety protocols holographic weapons can mortally wound, and Picard is able to destroy two pursuing Borg drones within the holodeck.

The ultimate result of holodeck safety routine removal occurs in 2374, when the *U.S.S. Voyager* is taken over by a **Delta Quadrant** hunter race, the **Hirogen**. This species lives for the thrill of the hunt, and Hirogen officers install **hologenerators** throughout the ship and force the crew to take part in their lethal wargames. When the system overloads, the boundaries between the 24th-century *Voyager* and 20th-century World War II blur – real people die at the hands of their holographic enemies, and the starship itself is almost destroyed.

With the safety protocols in working order, however, the holodeck is a safe place for people to relax, enjoy themselves, and act out their dreams and desires.

'DIXON HILL'

In 2364, while Captain Jean-Luc Picard and his friends take part in a Dixon Hill holo-program, a Jaradan scanning beam corrupts the holodeck safety protocols, transforming harmless hologuns into life-threatening weapons. Nine years later, the captain draws Borg invaders into another scenario set in 'Dix's' world; by turning off the safeties, he is there able to shoot the drones.

Fiction expert Whalen is nearly killed by holobullets when safety protocols are wiped from the Dixon Hill program.

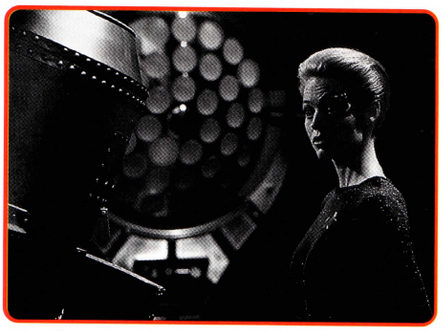
'SHERLOCK HOLMES'

In 2365, Geordi La Forge programs a Sherlock Holmes holoadventure that will properly test Data's powers of logical deduction. In the process, he creates a Professor Moriarty character that displays a worrying degree of sentience. The evil genius works out how to circumvent the holodeck's mortality failsafe, and threatens to harm Dr. Pulaski unless he is allowed to leave the *ENTERPRISE*.

When Geordi La Forge creates an adversary to equal the android Data, he inadvertently endangers the ship.

'THE ADVENTURES OF CAPTAIN PROTON!'

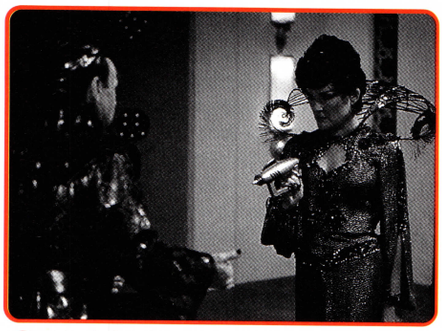
Tom Paris's infatuation with the 20th century leads him to create a program based on movie serials of the 1930's. Captain Proton is a sci-fi scenario with robots, rockets, and rayguns, all wrapped up in an implausible plotline. It gives Paris and Harry Kim many hours of harmless pleasure, until a subspace warp knocks holodeck controls off-line and draws photonic aliens into the scenario.



Seven of Nine is one U.S.S. VOYAGER crew member decidedly unimpressed by Tom Paris's Captain Proton program.

'BRIDE OF CHAOTICA!'

The photonic aliens mistake the Captain Proton program for reality; terrified by the evil Chaotica's 'death ray,' they attack Chaotica's simulated realm. Captain Janeway is persuaded to take on the role of Arachnia, Queen of the Spider People, to defeat Chaotica and end the alien conflict. She runs the risk of being restrained by Chaotica's minions or thrown into his 'Dungeon of Pain.'



By defeating the villainous Chaotica, Captain Janeway manages to prevent photonic aliens from destroying VOYAGER.

EXTREME RISK

Disengaged

When B'Elanna Torres runs an orbital skydiving program on a *Voyager* holodeck, the computer reminds her that "disengaging safety protocols presents extreme risk of injury." For the half-Klingon Torres, the "extreme risk" of skydiving without a safety net is the whole point of the exercise – the possibility of death or injury brings with it more intense feelings and emotions.

B'Elanna continues to enter different, highly dangerous, holodeck scenarios without engaging safety protocols; as her injuries mount, Chakotay becomes increasingly concerned about his colleague's mental wellbeing. He eventually realizes that the recent slaughter of her Maquis colleagues has prompted Torres to test her feelings in the most extreme way imaginable – by risking life and limb on the holodeck. She is eventually persuaded not to continue with this forbidden pursuit.

Chakotay takes B'Elanna to sickbay after he finds her unconscious in the holodeck.

In 2375, Torres ignores Starfleet regulations by playing dangerous holodeck scenarios, such as an orbital skydiving program, with the safety protocols disengaged. She sustains serious injuries in the process.

FILE 75 STAR TREK IV: THE VOYAGE HOME

STAR TREK IV: THE VOYAGE HOME

Part 5 Accommodation for the whales is in place, but before **Admiral James T. Kirk** can complete his mission, he must rescue the seriously injured **Commander Pavel Chekov** from the clutches of 20th-century doctors.

'STAR TREK IV: THE VOYAGE HOME'

"God, man, drilling holes in his head's not the answer ... Put away your butcher knives and let me save this patient before it's too late!"

– Dr. McCoy vents his anger at primitive medicine

On the bridge of his ***Klingon Bird-of-Prey***, **Admiral James T. Kirk** is becoming increasingly frustrated by the mounting problems. The precious whales, **George** and **Gracie**, are to be released into the open sea imminently; **Captain Montgomery Scott** reports that the recrystallization of the engines' **dilithium crystals** will take well into the next day; and contact has been lost with **Commander Pavel Chekov** on the aircraft carrier *U.S.S. Enterprise*. **Uhura** monitors police and paramedic frequencies, wracked with guilt over leaving her fellow officer behind. The admiral reassures her that she did what was necessary.

Dr. Gillian Taylor arrives at the **Marine Cetacean Institute** and is puzzled to find no press – the whales' departure was supposed to be newsworthy. Inside, she discovers that George and Gracie have already gone; **Bob Briggs**, the Institute director, tells her that they left the night before to avoid a fuss and make it easier on Gillian. The doctor furiously slaps her superior across the face and leaves in her pickup truck, heading for Golden Gate Park and Admiral Kirk.

Plexiglass delivery

Commander Sulu meanwhile borrows the Plexicorp *Huey 204* helicopter he was admiring the previous day, and uses it to transport an enormous pane of plexiglass across the city to the cloaked *Bird-of-Prey*. The distraught Gillian arrives at the park in time to see the helicopter deposit the plexiglass through a hatch in the top of the invisible ship. She watches in disbelief as Scotty waves Sulu in from atop the ship and the plexiglass slowly disappears as it is lowered.

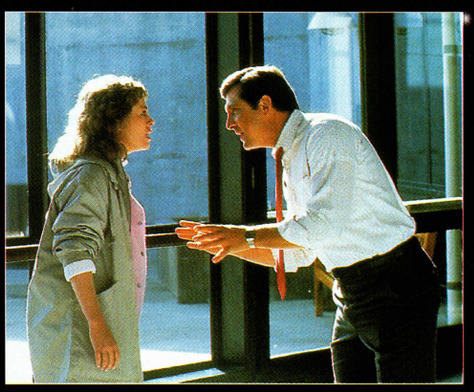
The biologist moves to get a better view and clunks her head on the cloaked fuselage of the Klingon ship. Tripping over other parts of the vessel, she feels her way along as if visually impaired, shouting Kirk's name and asking for his help. Scotty spies Gillian and notifies the admiral, who sees his friend on the monitor in the cargo hold. He moves to the **transporter** console and beams her aboard.

Gillian appears beside Kirk, who welcomes "Alice" to "Wonderland." The biologist can scarcely believe that the story Kirk told her is true, but they watch as the plexiglass is maneuvered into place by Scotty and Sulu.

STAR TREK TM, ® & © 1999 Paramount Pictures. All rights reserved.

ON SCREEN...

1 *With Earth's fate hanging in the balance, Admiral Kirk is beset by problems. He has lost contact with Chekov, while the BIRD-OF-PREY remains stuck in Golden Gate Park.*

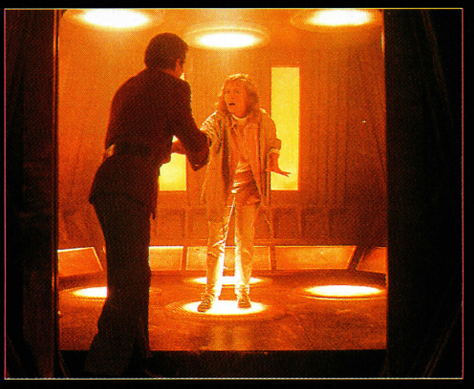


2 *Dr. Gillian Taylor returns to the Marine Cetacean Institute. Bob Briggs informs her that the two whales, George and Gracie, have been taken away ahead of schedule.*

3 *Commander Sulu appropriates the Plexicorp HUEY 204 helicopter and uses it to transport an enormous pane of plexiglass across San Francisco.*

4 *An overwrought Gillian makes her way back to the cloaked BIRD-OF-PREY, just in time to witness the visible half of Scotty's torso accepting delivery of the plexiglass.*

5 *Gillian calls out to Kirk while feeling her way along the BIRD-OF-PREY's invisible hull. Scotty notifies the admiral that he has a surprise visitor.*



6 *Kirk beams Gillian onto the BIRD-OF-PREY. The 20th-century Earth woman is naturally bemused and disconcerted by 23rd-century transporter technology.*

STAR TREK IV: THE VOYAGE HOME Part 5

Kirk explains that they are building a storage tank, and can transport the whales aboard in the same way as they did Gillian.

The doctor reveals that George and Gracie have gone; they will be in Alaska by now, though they can be tracked by their radio tags. Power has been restored to the *Bird-of-Prey* engines, but the frustrated Kirk must rescue Chekov before they can go anywhere. Uhura reports that the officer is in a critical condition, and has been taken for emergency surgery at Mercy Hospital. **Dr. McCoy** is aghast at the thought of Chekov being subjected to 20th-century medicine, and he, Kirk, and Gillian disguise themselves as hospital staff to mount a rescue.

McCoy is less than impressed by the medical "Dark Ages" he finds at Mercy Hospital. Kirk acquires a gurney and discovers that Chekov is in the security ward, and the small team bluff their way past the two police guards by pretending that Gillian is a critical patient. They enter the operating theatre, where surgery is about to begin on Chekov. As McCoy scans the unconscious officer with his **tricorder**, the doctor in charge demands to know who the intruders are, and why they are not wearing masks.

Second opinion

McCoy diagnoses a tearing of the middle meningeal artery, and angrily argues with the surgeon over the latter's plans for an invasive procedure to relieve the condition. The doctor tries to have McCoy and his associates ejected, but Kirk produces his **phaser** and herds the operating team into an adjoining room. He then melts the lock, sealing them inside.

Chekov comes to, muttering deliriously. His rescuers drape a sheet over him and wheel him out on the gurney, but after they depart one of the policemen realizes that the gender of the patient has changed. Kirk and his team break into a run, dodging police and creating havoc in the hospital corridors as they attempt to make good their escape.

The cured Chekov leaps from the gurney as they reach an elevator, and Kirk uses the table to block the way as the doors close. Their pursuers race down the stairs to head off the lift, but when the doors open, the elevator is empty. Kirk, McCoy, Chekov, and Gillian have been safely beamed away to Golden Gate Park.

The **Starfleet** crew board the *Klingon Bird-of-Prey,* and the ramp closes behind them. Kirk and Gillian are left standing together, and the admiral asks for the radio frequency of the whales' transmitters. The marine biologist wants to come as well, but Kirk is adamant that she cannot – their eventual destination is the 23rd century. As he is beamed aboard the ship, however, Gillian leaps forward and is transported along with him.

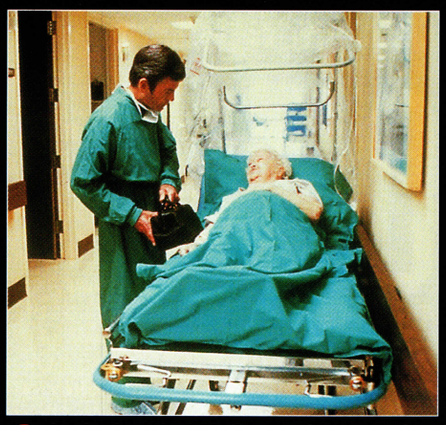
Irritably accepting that Gillian is along for the ride, Kirk oversees preparations for departure. Two passing joggers cling to a nearby fence as a maelstrom of wind and sound signal the lift off of the cloaked ship – off to save the whales, and the future of planet Earth.

STARSHIP FACTS

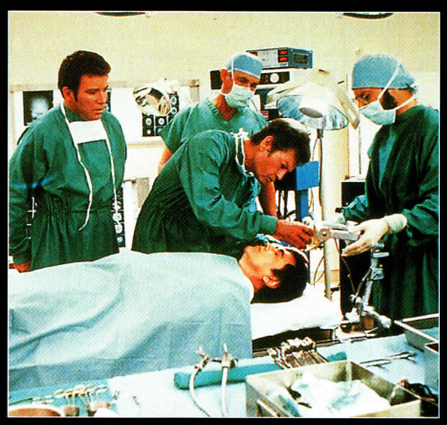
- **Dr. McCoy claims that Gillian is suffering from "immediate post prandial upper abdominal distension" – a condition more commonly known as cramps.**
- **The radio frequency of George and Gracie's transmitters is 401 megahertz.**

ON SCREEN...

7 *Upon learning that Chekov has been taken to Mercy Hospital, Kirk, McCoy, and Gillian disguise themselves as doctors and set about rescuing their colleague.*

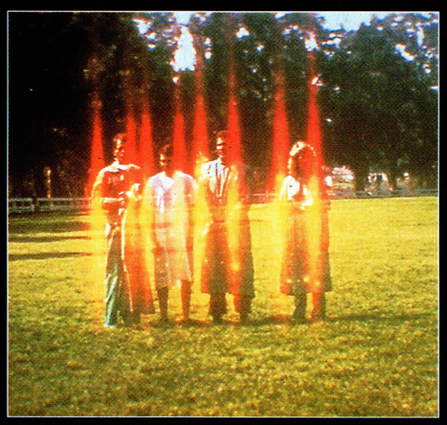


8 *In the hospital McCoy notices a patient with kidney failure. Horrified at the thought of dialysis treatment, the doctor slips her a 23rd-century pill.*

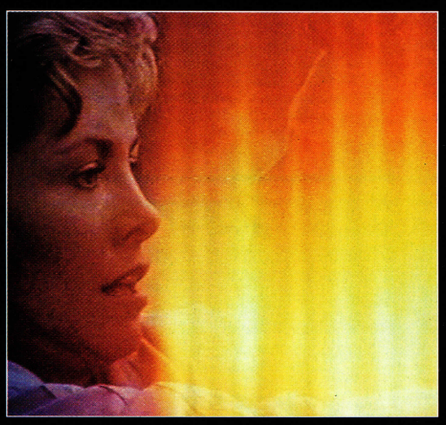


9 *The three impostors find Chekov laid out on an operating table. McCoy dismisses the other doctors and swiftly brings Chekov back to consciousness.*

10 *aKirk and his team manage to wheel the delirious Chekov out of the operating theatre, but their swift exit catches the attention of hospital security.*



11 *The four fugitives escape into a lift, from which they are beamed back safely to Golden Gate Park. The hospital guards are baffled by this vanishing act.*



12 *Gillian leaps into Kirk's arms while he is in the process of beaming onto the BIRD-OF-PREY, forcing the admiral to take her with him to the 23rd century.*

FILE 69 STAR TREK: THE NEXT GENERATION

'Suddenly Human'

The ***U.S.S. Enterprise NCC-1701-D*** takes custody of **Jeremiah Rossa**, a human teenager raised by the aggressive **Talarian Captain Endar**. The boy rejects his human heritage and Endar demands the return of his 'son,' drawing **Captain Jean-Luc Picard** into an ethical and diplomatic minefield.

CAPTAIN'S LOG
STARDATE: 44143.7

"We have moved into Sector 21947 in response to a distress call from a TALARIAN OBSERVATION CRAFT ... Our initial scans have detected a life-threatening radiation leak within its propulsion system."

The ***U.S.S. Enterprise NCC-1701-D*** picks up a distress call from a damaged ***Talarian Observation Craft*** drifting in nearby **Sector 21947**. The ***Talarian Warship Q'Maire*** also responds to the signal, but its position in the **Woden sector** places it some hours away. Ship's Counselor **Deanna Troi** detects a number of fading lifesigns on the observation craft, so **Commander Riker** assembles an away team to carry out rescue operations.

Riker and his officers find five teenaged Talarian males on the craft; on closer examination, **Dr. Beverly Crusher** discovers that one of the boys is actually human. All the injured are beamed directly to the *Enterprise* sickbay. Rocking backward and forward on their **biobeds**, the five patients launch into a howling ritual known as the **B'Nar**, or "the mourning." **Captain Jean-Luc Picard** manages to gain their attention, and **Jono**, the human boy, insists that he and the other four be reunited with their captain, **Endar**.

Child abuse

Medical scans show that Jono has escaped radiation poisoning, although he appears to have sustained a number of physical injuries in recent years. Beverly is worried the Talarians may have brutalized the child, though Jono continues to vehemently reject his human heritage.

By matching DNA gene types, **Starfleet Command** are able to identify the boy as **Jeremiah Rossa**, grandson of **Admiral Connaught Rossa**. Jeremiah was born 14 years ago on the **Federation** colony of **Galen IV**. His parents, **Connor** and **Moira Rossa**, were killed three years later when the colony was overrun by Talarian forces. It was thought there were no survivors; Jeremiah was presumed dead.

The Talarians are a rigidly patriarchal society, so Troi suggests that Picard act as Jono's father figure and help him explore his human origins. The captain shows the boy a picture of Connor and Moira, stirring repressed memories of his real parents.

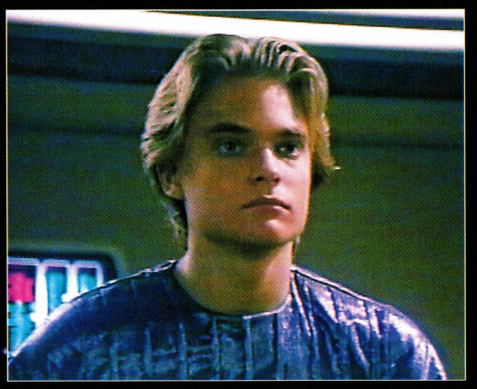
The *Q'Maire* draws close to the *Enterprise*. Captain Endar hails Picard, demanding the return of the five crew members and claiming that Jeremiah Rossa is his son. Endar, who admits to

STAR TREK ™ & © 1999 Paramount Pictures. All rights reserved.

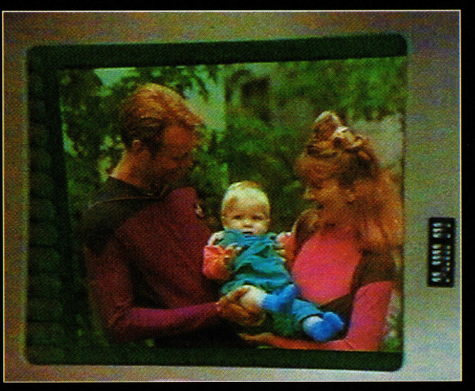
ON SCREEN...

1 *An away team from the U.S.S. ENTERPRISE rescues five teenaged males found aboard a damaged Talarian vessel. During her initial inspection, Dr. Beverly Crusher discovers that one of the young passengers is actually human.*

2 *The five patients are transported to the ENTERPRISE sickbay and given medical treatment. The boys suddenly launch into a strange howling ritual known as the B'Nar.*

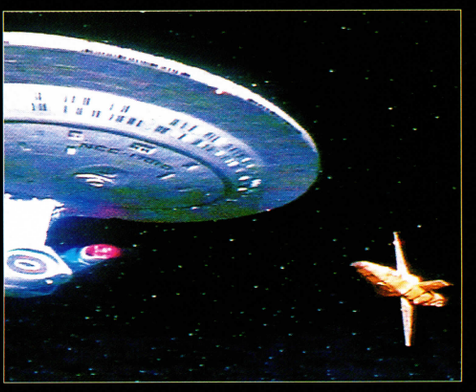


3 *The human boy is called Jono by his Talarian crewmates. He demands to be reunited with Endar, captain of the approaching warship Q'MAIRE.*



4 *Starfleet Command establishes that Jono is actually Jeremiah Rossa, orphaned grandson of Admiral Rossa. His parents were killed on Galen IV 11 years ago.*

5 *Captain Picard has never been particularly comfortable around children, but Counselor Troi persuades him to help Jono rediscover his human roots.*



6 *The Q'MAIRE draws close to the ENTERPRISE. Captain Endar demands the immediate return of the five Talarian teenagers, including his adopted son Jono.*

'Suddenly Human'

leading the force that "repelled the trespassers on Galen IV," is invited aboard the *Enterprise* to discuss the issue.

Endar's own son was killed at the hands of humans during the conflict over **Castal I**; Talarian tradition therefore allows him to claim Jono, the son of a slain enemy, as his own. Endar insists the boy sustained his injuries while learning to become a great Talarian warrior.

Endar returns to his ship with four of the young survivors. Picard still intends to reunite Jono with his human family, but Endar calls reserve forces into the sector and threatens war unless he is allowed to see his son and prove the boy "has grown up happy in my keeping." After seeking advice from Beverly and Deanna, Picard allows the meeting to go ahead; it ends with Jono freely declaring his allegiance to Endar and the Talarians.

At 14, Jono has reached the Talarian **Age of Decision**; after a ceremony of initiation, he will be granted the freedom to make his own choices. Endar's paternity claim is based on Talarian custom – if Jono can somehow be made to recognize his connection with humanity, he may ultimately reject his 'father.' As part of this process, Admiral Rossa contacts Jono and tells him he is the last of a great family.

Emotional release

The boy begins to feel constricted by life aboard the *Enterprise,* so Picard challenges him to a game of racquetball. The fast moving contest finally releases all of Jono's pent-up feelings about the loss of his parents. Exposure to other humans, and a slapstick incident involving **Wesley Crusher** and a banana split, even enables Jono to finally laugh out loud.

Later that night, however, Jono creeps into the captain's bedroom and plunges a dagger into his sternum. Picard survives this unexplained assault, but is confined to sickbay while three *Talarian Warships* converge on the *Enterprise.* Riker informs Endar that Jono is being held in custody for the assault on Picard, but the Talarian captain blames Federation values for this incident and refuses to allow Starfleet to decide his son's fate.

The *Enterprise* goes to red alert as the *Talarian Warships* ready their weapons, and Jono is taken to visit Picard in sickbay. The captain realizes the attack was brought on by conflicting emotions – as he grew closer and closer to Picard, Jono somehow felt he was betraying Endar.

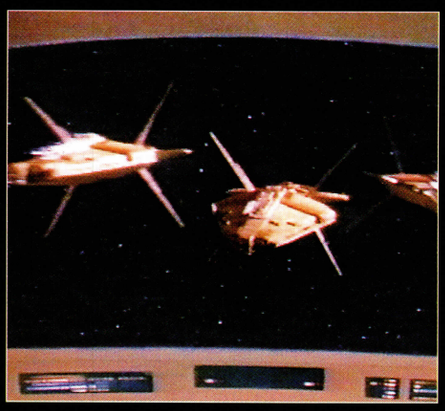
Picard struggles back to the bridge. He admits to Endar that he was wrong to try to force Jono away from the values he has inherited from his Talarian family. The Starfleet crew failed to listen to the boy's feelings and needs, placing a huge burden on a "strong and a very ... noble young man." The captain will allow Jono to be transported onto the *Q'Maire,* thereby avoiding a diplomatic conflict as well as reuniting a human orphan with the life that he is used to, and with the adoptive father he loves, and who clearly loves him in return.

STARSHIP FACTS

- **During the Galen border conflict it was a common tactic of the Talarians to abandon their vessels, rig them to self-destruct, and then send out a general call for help. This maneuver once resulted in 219 fatalities.**
- **Picard is horrified by the sound of Talarian 'Alba Ray' music.**

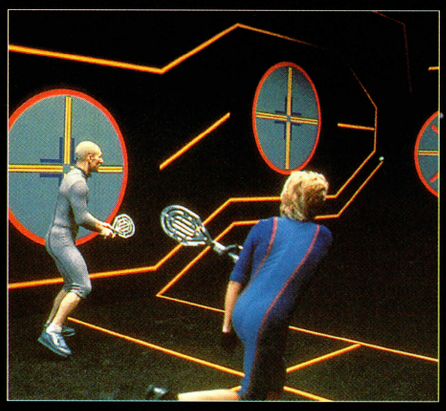
ON SCREEN...

***7** Endar denies abusing Jono, and threatens to go to war unless he regains custody of the boy he rescued from the carnage of Galen IV.*



***8** The Q'MAIRE is joined by two other warships. Their weapons pose little threat to the ENTERPRISE, but Picard is determined to avoid a diplomatic incident.*

***9** Admiral Connaught Rossa, Connor's grandmother, proudly tells her grandson about his noble human heritage: many members of Jono's family have given their lives to bring peace to the Galaxy.*



***10** Jono feels constrained by the human values and customs he encounters on the ENTERPRISE. Picard helps the young man let off some steam by challenging him to a game of racquetball.*

***11** Jono starts to worry that by spending time with Picard he is betraying Endar. In the night he creeps into the captain's bedroom and stabs him with a dagger.*

***12** Picard realizes he has placed too heavy a burden on Jono, and permits the young man to be returned to Endar, who clearly cares deeply for the human orphan.*

'Suddenly Human'

leading the force that "repelled the trespassers on Galen IV," is invited aboard the *Enterprise* to discuss the issue.

Endar's own son was killed at the hands of humans during the conflict over **Castal I**; Talarian tradition therefore allows him to claim Jono, the son of a slain enemy, as his own. Endar insists the boy sustained his injuries while learning to become a great Talarian warrior.

Endar returns to his ship with four of the young survivors. Picard still intends to reunite Jono with his human family, but Endar calls reserve forces into the sector and threatens war unless he is allowed to see his son and prove the boy "has grown up happy in my keeping." After seeking advice from Beverly and Deanna, Picard allows the meeting to go ahead; it ends with Jono freely declaring his allegiance to Endar and the Talarians.

At 14, Jono has reached the Talarian **Age of Decision**; after a ceremony of initiation, he will be granted the freedom to make his own choices. Endar's paternity claim is based on Talarian custom – if Jono can somehow be made to recognize his connection with humanity, he may ultimately reject his 'father.' As part of this process, Admiral Rossa contacts Jono and tells him he is the last of a great family.

Emotional release

The boy begins to feel constricted by life aboard the *Enterprise,* so Picard challenges him to a game of racquetball. The fast moving contest finally releases all of Jono's pent-up feelings about the loss of his parents. Exposure to other humans, and a slapstick incident involving **Wesley Crusher** and a banana split, even enables Jono to finally laugh out loud.

Later that night, however, Jono creeps into the captain's bedroom and plunges a dagger into his sternum. Picard survives this unexplained assault, but is confined to sickbay while three *Talarian Warships* converge on the *Enterprise.* Riker informs Endar that Jono is being held in custody for the assault on Picard, but the Talarian captain blames Federation values for this incident and refuses to allow Starfleet to decide his son's fate.

The *Enterprise* goes to red alert as the *Talarian Warships* ready their weapons, and Jono is taken to visit Picard in sickbay. The captain realizes the attack was brought on by conflicting emotions – as he grew closer and closer to Picard, Jono somehow felt he was betraying Endar.

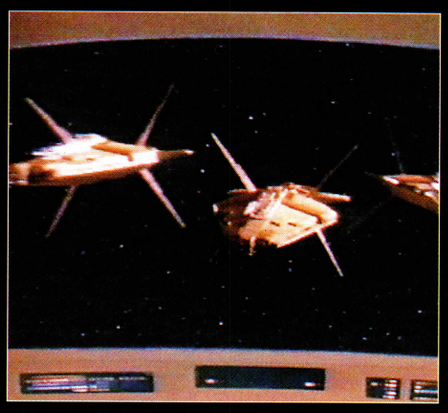
Picard struggles back to the bridge. He admits to Endar that he was wrong to try to force Jono away from the values he has inherited from his Talarian family. The Starfleet crew failed to listen to the boy's feelings and needs, placing a huge burden on a "strong and a very ... noble young man." The captain will allow Jono to be transported onto the *Q'Maire,* thereby avoiding a diplomatic conflict as well as reuniting a human orphan with the life that he is used to, and with the adoptive father he loves, and who clearly loves him in return.

STARSHIP FACTS

- **During the Galen border conflict it was a common tactic of the Talarians to abandon their vessels, rig them to self-destruct, and then send out a general call for help. This maneuver once resulted in 219 fatalities.**
- **Picard is horrified by the sound of Talarian 'Alba Ray' music.**

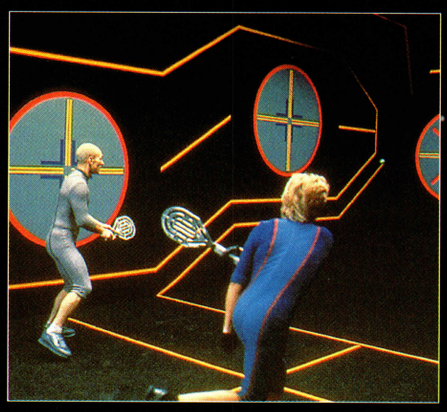
ON SCREEN...

***7** Endar denies abusing Jono, and threatens to go to war unless he regains custody of the boy he rescued from the carnage of Galen IV.*



***8** The Q'MAIRE is joined by two other warships. Their weapons pose little threat to the ENTERPRISE, but Picard is determined to avoid a diplomatic incident.*

***9** Admiral Connaught Rossa, Connor's grandmother, proudly tells her grandson about his noble human heritage: many members of Jono's family have given their lives to bring peace to the Galaxy.*



***10** Jono feels constrained by the human values and customs he encounters on the ENTERPRISE. Picard helps the young man let off some steam by challenging him to a game of racquetball.*

***11** Jono starts to worry that by spending time with Picard he is betraying Endar. In the night he creeps into the captain's bedroom and stabs him with a dagger.*

***12** Picard realizes he has placed too heavy a burden on Jono, and permits the young man to be returned to Endar, who clearly cares deeply for the human orphan.*

M continued

Morla This **Argelius II** native lived on **Cantaba Street**. Morla's jealousy triggered endless arguments with his betrothed, **Kara**, leading him to be a suspect in her murder in 2267. (*Starship Log:* 'Wolf in the Fold' [TOS]) ***SEE FILE 68***

Morn counted dabo girl Leeta and Jadzia Dax among his female admirers.

Morn This **Lurian** male was a frequent patron of **Quark's bar** on ***Deep Space Nine***. A shrewd financier with a shady past, Morn faked his own death in 2374 to keep his cohorts **Larell** and **Hain** from obtaining the illicit fortune of **latinum** hidden in his second stomach. (*Starship Log:* 'Emissary' [DS9]; 'Caretaker' [VOY]) ***SEE FILES 51, 58, 70, 71***

Moropa A race of beings sometimes engaged in conflict with the **Bolians**. By 2366, the two groups had established a working but guarded truce. (*Starship Log:* 'Allegiance' [TNG]) ***SEE FILE 69***

morphenolog Medication used as a sedative and anesthetic for patients in severe pain, often applied via **hypospray**. Morphenolog was given to **Vedek Bareil** in 2371. (*Starship Log:* 'Life Support' [DS9]) ***SEE FILE 70***

morrok This mythical and imaginary creature takes away **Drayans** when they die. It is said the morrok lives in a cave on a Drayan moon, and can only be seen when it comes to take you. (*Starship Log:* 'Innocence' [VOY]) ***SEE FILES 18, 71***

Morrow, Admiral **Starfleet**'s chief of command in 2285. After **James T. Kirk** defeated **Khan Noonien Singh**, Morrow wanted to decommission the ***U.S.S. Enterprise NCC-1701***. He also blocked Kirk's hopes of revisiting the **Genesis Planet**. (*Starship Log:* ***Star Trek III: The Search for Spock***) ***SEE FILES 19, 74***

Morska Remote world in the **Klingon Empire** equipped with a **subspace** sentinel facility. In 2293, **Uhura** was able to convince the Klingons on duty that the ***U.S.S. Enterprise NCC-1701-A*** was one of their own ships. (*Starship Log:* ***Star Trek VI: The Undiscovered Country***) ***SEE FILES 11, 77***

Morta Part of an outlaw **Ferengi** band commanded by **DaiMon Lurin**. Morta helped seize the ***U.S.S. Enterprise NCC-1701-D*** in 2369, but was defeated by officers who had been transformed into children. (*Starship Log:* 'Rascals' [TNG]) ***SEE FILES 14, 69***

Admiral Morrow, Starfleet's chief of command, sought to decommission the U.S.S. ENTERPRISE.

mortae Hand tool employed by **Troglytes** to mine **zenite ore** in the caves of **Ardana**. Mortae were imbedded in works of art in the city of **Stratos** to protest Troglyte oppression. (*Starship Log:* 'The Cloud Minders' [TOS]) ***SEE FILES 18, 68***

mortality failsafe **Holodeck** safety protocol to keep users from being killed or mortally wounded during holodeck programs. Engineers can override this subroutine. (*Starship Log:* 'Elementary Dear Data' [TNG]) ***SEE FILES 59, 69***

Mortania Hostile and isolated sector of **Angel One**, a planet where women subjugated men. Social dissidents and those who advocated equal rights for men were banished to Mortania. (*Starship Log:* 'Angel One' [TNG]) ***SEE FILES 5, 18, 69***

Moseley, Hal **Penthara IV** meteorologist in 2368 who predicted ecological annihilation if a **cascading exothermal inversion** was allowed to form. The ***U.S.S. Enterprise NCC-1701-D*** crew helped avert this disaster. (*Starship Log:* 'A Matter of Time' [TNG]) ***SEE FILE 69***

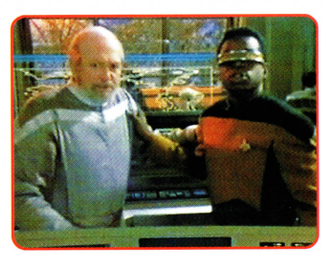
Moselina system Destination of the ***U.S.S. Enterprise NCC-1701-D*** after saving **Tessen III** from an asteroid in 2368. The journey was interrupted by **nitrium** metal parasites that nearly destroyed the ship. (*Starship Log:* 'Cost of Living' [TNG]) ***SEE FILE 69***

Moset, Crell **Cardassian** surgeon and chairman at the Exobiology Department at the **University of Chulat**; he is considered the leading practitioner in his field. The ***U.S.S. Voyager***'s **EMH** created a medical consultant hologram of Moset in 2375, but deleted the program after his history of inhumane experiments on **Bajoran** prisoners during the occupation was revealed. (*Starship Log:* 'Nothing Human' [VOY]) ***SEE FILES 50, 71***

Mot The ***U.S.S. Enterprise NCC-1701-D***'s **Bolian** barber. Mot fashioned hairpieces to disguise away team members, and also provided strategic tips to senior officers who came in for a trim. **Commander Riker** often agreed with him, apparently. (*Starship Log:* 'Data's Day' [TNG]) ***SEE FILES 43, 69***

mot'loch Loathsome concoction which **Klingon** warriors must imbibe from the **Grail of Kahless** during the **Day of Honor** ritual. They first eat from the heart of a sanctified **targ**. (*Starship Log:* 'Day of Honor' [VOY]) ***SEE FILES 11, 71***

Morla
Morn
Moropa
morphenolog
morrok
Morrow, Admiral
Morska
Morta
mortae
mortality failsafe
Mortania
Moseley, Hal
Moselina system
Moset, Crell
Mot
mot'loch
Motali Empire
motor assist bands
motor cortex reconstruction
Motura
Mountains of the Antelope Women
Movar
MoVas ah-kee rustak
movek
Mow'ga
Mowray, Dr.
Mudd, Harcourt Fenton 'Harry'
Mudor V
mugato
muktok plant
Mulchaey, Ensign
Mulhall, Dr. Ann
Mulkahey, Kevin



In 2368, meteorologist Hal Moseley teamed up with the crew of the U.S.S. ENTERPRISE NCC-1701-D to prevent a meteor strike from causing ecological damage to the surface of Penthara IV.

Mr. Mot was the U.S.S. ENTERPRISE NCC-1701-D's resident barber. Ironically, he was a Bolian – a race that has no body hair.

STAR TREK. ™, ® & © 1999 Paramount Pictures. All rights reserved.

Motali Empire This **Delta Quadrant** civilization engaged in a lengthy armed conflict with the **Bara Plenum**. According to **Kurros**, the **Bevvox** founded 'think tank' turned the tide in the war. (*Starship Log:* 'Think Tank' [VOY]) ***SEE FILE 71***

motor assist bands Medical appliances that supply electrical impulses to invigorate and rehabilitate damaged muscles and nerves. The bands are four centimeter wide straps that wrap around the patient's extremities. (*Starship Log:* 'Transfigurations' [TNG]) ***SEE FILE 69***

Dr. Crusher gave her mysterious patient, 'John Doe', motor assist bands to help him walk again.

motor cortex reconstruction The **Doctor** and **Kes** performed this procedure on **Tom Paris** to repair neurological damage he suffered during an attack by unknown aliens in 2373. (*Starship Log:* 'The Swarm' [VOY]) ***SEE FILE 71***

Motura A noted **Vidiian** sculptor who received one of **Neelix**'s lungs in early 2371 to help allay the body-destroying **phage**. Motura recounted the devastating toll the affliction had taken on his civilization to **Captain Janeway**. (*Starship Log:* 'Phage' [VOY]) ***SEE FILES 18, 71***

Motura's knowledge enabled the VOYAGER crew to transplant one of Kes's lungs into Neelix's body.

Mountains of the Antelope Women Segment on **Chakotay**'s medicine wheel. When the ***U.S.S. Voyager*** crew used the wheel as a map to guide Chakotay's spirit back to his body, a route through this segment was eliminated because of its distracting temptations. (*Starship Log:* 'Cathexis' [VOY]) ***SEE FILES 18, 43, 71***

Movar **Romulan** general and conspirator who, in 2367, supported **Lursa** and **B'Etor**'s plans to take control of the **Klingon High Council**. Movar covertly supplied arms to the **Duras** forces throughout the civil war. (*Starship Log:* 'Redemption', Part I [TNG]) ***SEE FILE 69***

MoVas ah-kee rustak This **Klingon** expression translates as "Today was a good day to die." (*Starship Log:* 'Looking for par'Mach in All the Wrong Places' [DS9]) ***SEE FILES 11, 70***

movek This **Klingon** word is uttered by a combatant to indicate he or she has been bested and accepts defeat. It is akin to the human "touché." (*Starship Log:* 'The Sons of Mogh' [DS9]) ***SEE FILE 70***

Mow'ga **Klingon** chancellor during the **Second Empire** who sent an entire fleet to conquer the **Breen** homeworld, but none of the Klingon ships were ever heard from again. (*Starship Log:* 'Til Death Do Us Part' [DS9]) ***SEE FILES 11, 70***

Mowray, Dr. Archeologist working on **Landris II** in 2369. Mowray's site schematics were accessible aboard the ***U.S.S. Enterprise NCC-1701-D***, but **Captain Picard**'s hopes of conversing with him were thwarted by a communications blackout. (*Starship Log:* 'Lessons' [TNG]) ***SEE FILE 69***

Mudd, Harcourt Fenton 'Harry' Scam artist, braggart, and husband to the shrewish **Stella**. In 2266, Mudd's scheme to provide wives to settlers almost destroyed the ***U.S.S. Enterprise NCC-1701***. Later, Mudd's reign over an android planet, which he named **Mudd**, nearly ushered in an android invasion. Mudd was last seen in 2267, at the mercy of 500 Stella androids. (*Starship Log:* 'Mudd's Women' [TOS]) ***SEE FILES 44, 68***

Harry Mudd's past crimes included smuggling and handling stolen goods.

Mudor V A planet visited by the ***U.S.S. Enterprise NCC-1701-D*** in 2368. **Quantum filaments** were discovered close by when the *Enterprise* collided with one, severely damaging the ship. (*Starship Log:* 'Disaster' [TNG]) ***SEE FILE 69***

mugato An animal, indigenous to **Tyree's planet**, that resembles a yeti with spiky bones running the length of its spine. The creature's bite carries deadly poison that only a **Kahn-ut-tu** woman can counteract. (*Starship Log:* 'A Private Little War' [TOS]) ***SEE FILES 18, 68***

A mugato left Captain Kirk for dead after a vicious attack.

muktok plant Long-lived **Betazoid** flora. The blooms from this multicolored vegetation make a lovely sound when gently agitated. **Deanna Troi** and **William T. Riker** met near a muktok planet on **Betazed**. (*Starship Log:* 'Ménage à Troi' [TNG]) ***SEE FILES 18, 69***

Mulchaey, Ensign ***U.S.S. Voyager*** officer qualified to serve in the transporter room and the science lab. In 2375, a sample of Mulchaey's tissue was extracted by a **Borg** tubule, leading to the creation of an advanced first known Borg fetus. (*Starship Log:* 'Drone' [VOY]) ***SEE FILES 29, 52, 71***

Mulhall, Dr. Ann Astrobiologist on the ***U.S.S. Enterprise NCC-1701*** in 2268. She allowed the energy life form called **Thalassa** to inhabit her body while constructing a permanent host, but Thalassa almost made the loan permanent. (*Starship Log:* 'Return to Tomorrow' [TOS]) ***SEE FILES 43, 68***

Mulkahey, Kevin Plainclothes police officer in one of **Benjamin Sisko**'s visions of 1950's New York City. Mulkahey – who resembled **Weyoun** – and his partner **Burt Ryan** harassed **Benny Russell**. (*Starship Log:* 'Far Beyond the Stars' [DS9]) ***SEE FILE 70***

M continued

Mullen, Commander Steven
The ***U.S.S. Essex***'s first officer in 2167. Mullen died when **Ux-Mal system** criminals tried to use the *Essex* to escape their prison on a moon orbiting **Mab-Bu VI**. (*Starship Log:* 'Power Play' [TNG]) ***SEE FILES 31, 69***

Mullibok
Bajoran farmer living on the Bajoran moon **Jeraddo**. In 2369, Mullibok was informed that Jeraddo would soon be made uninhabitable, but still refused to evacuate. **Kira** had to remove him from his beloved farm personally. (*Starship Log:* 'Progress' [DS9]) ***SEE FILE 70***

Mullibok also gave shelter to Baltrim and Keena, Bajorans tortured by the Cardassians.

multiadaptive shielding
Exterior hull treatment originally developed by **Erin** and **Magnus Hansen** that enables a starship to remain virtually invisible to **Borg** sensors. (*Starship Log:* 'Dark Frontier', Part I [VOY]) ***SEE FILE 71***

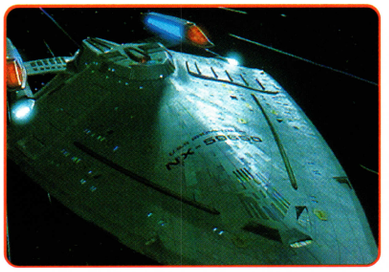
multidimensional transporter
Advanced component that permits travel across material frontiers, and into alternate or mirror universes. **Grand Nagus Zek** stole **Rom**'s engineering **PADD** to acquire the schematics for such a device in 2375. (*Starship Log:* 'The Emperor's New Cloak' [DS9]) ***SEE FILES 18, 70***

multikinetic neutronic mine
Enormously powerful weapon of mass destruction, capable of a five million isoton yield. **Seven of Nine** proposed using one to disperse 50 million **Borg nanoprobes** over a radius of five light years to defeat **Species 8472**. (*Starship Log:* 'Scorpion', Part II [VOY]) ***SEE FILES 31, 71***

multimodal reflection sorting
This technique sifts though **subspace** sensor readings by comparing and contrasting a variety of information types to reveal otherwise undetectable signals. Such a process was used to uncover **Borg** communications to **Locutus**. (*Starship Log:* 'The Best of Both Worlds', Part II [TNG]) ***SEE FILE 69***

multiphase
Multiphase refers to intersecting signals that are altered from nanosecond to nanosecond in frequency and nutation. A multiphase pulse in a **tricorder** can break through certain forcefields or collect shielded data. A multiphase tractor beam powered by warp engines is incredibly powerful; unfortunately, it throws life support systems offline. (*Starship Log:* 'Attached' [TNG]; 'Persistence of Vision' [VOY]) ***SEE FILES 69, 71***

multiplexed pattern buffer
SEE **pattern buffer**



The prototype vessel U.S.S. PROMETHEUS NX-59650 was the first Federation vessel designed to be capable of splitting into three separate sections.

multispatial probe
Unmanned reconnaissance device used by the ***U.S.S. Voyager*** crew to gather data from **subspace** distortions, gas giants, and similar phenomena. Designed by **Tuvok**, the probe was used by **Tom Paris** as the basis for his ***Delta Flyer***. (*Starship Log:* 'Extreme Risk' [VOY]) ***SEE FILES 29, 71***

multispectral subspace engine
Propulsion system on the ***Shuttlecraft Cochrane***, the prototype designed by **Harry Kim**, **B'Elanna Torres**, and **Tom Paris** in 2372 in an attempt to reach **Warp 10**, also known as **infinite velocity**. (*Starship Log:* 'Threshold' [VOY]) ***SEE FILES 29, 71***

multitronics
A theoretical computer system to replace **duotronics**. Multitronics merged human engrams with computers to create thinking machines. Inventor **Dr. Richard Daystrom**'s multitronics field tests in 2268 produced tragic results. (*Starship Log:* 'The Ultimate Computer' [TOS]; 'The Swarm' [VOY]) ***SEE FILES 59, 68, 71***

multivector assault mode
Advanced function status available on the ***U.S.S. Prometheus NX-59650*** in which the ship itself splits into three sections, each with its own weapons and propulsion. (*Starship Log:* 'Message in a Bottle' [VOY]) ***SEE FILES 31, 71***

Mulzirak transport
Passenger-carrying vessel that made runs to ***Deep Space Nine*** in 2369. **Vash** booked passage on the *Mulzirak transport* within hours of arriving at the station, but later changed her plans. (*Starship Log:* 'Q-Less' [DS9]) ***SEE FILE 70***

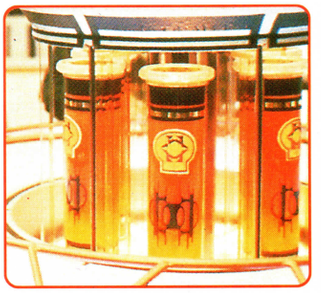
Mundahla
Home of the star dancers in the **Teleris Cluster**. **Q** suggested Mundahla as the first stop in an exotic travel itinerary designed to coax **Vash** into recommencing their relationship. He was not successful. (*Starship Log:* 'Q-Less' [DS9]) ***SEE FILE 70***

Muniz, Enrique
Starfleet engineer on the ***U.S.S. Defiant*** and at ***Deep Space Nine***. Known to friends as '**Quique**,' Muniz was an expert rock climber – a skill he used on a mission to **Torga IV**, during which he was killed by **Jem'Hadar** soldiers. (*Starship Log:* 'Hard Time' [DS9]) ***SEE FILES 43, 70***

muon
A subatomic particle resembling an electron, though much heavier. **Romulans** tried to destroy the ***U.S.S. Enterprise NCC-1701-D*** by placing muons in the **dilithium chamber**. Controlled muon frequencies were employed in 2370 to eradicate the **Kellerun harvesters**. (*Starship Log:* 'The Next Phase' [TNG]; 'Armageddon Game' [DS9]) ***SEE FILES 60, 69, 70***

Mullen, Commander Steven
Mullibok
multiadaptive shielding
multidimensional transporter
multikinetic neutronic mine
multimodal reflection sorting
multiphase
multiplexed pattern buffer
multispatial probe
multispectral subspace engine
multitronics
multivector assault mode
Mulzirak transport
Mundahla
Muniz, Enrique
muon
Murasaki 312
Muroc, Penny
Murphy, Ensign [1]
Murphy, Ensign [2]
Musashi, U.S.S.
Museum of Kyrian Heritage
Musilla Province
Muskan seed punch
mutagenic retrovirus
Mutara sector
mutual induction field
'My Corner of the Continuum'
mycorrhizal fungus
Mylean
myocardial enzyme balance
myographic scanner
Myrmidon

Starfleet engineer Enrique Muniz died from injuries inflicted by the Jem'Hadar during a mineral survey of Torga IV.



In 2370, controlled muon frequencies were used to destroy the deadly weapons known as harvesters.

STAR TREK. ™, ® & © 1999 Paramount Pictures. All rights reserved.

Murasaki 312

Massive space phenomenon. The ***Shuttlecraft Galileo*** was lost in 2267 gathering data on this object. One hundred years later, Murasaki 312 was being studied by the ***U.S.S. Enterprise NCC-1701-D***. (*Starship Log:* 'The Galileo Seven' [TOS]; 'Data's Day' [TNG]) ***SEE FILES 68, 70***

Muroc, Penny

A woman visiting ***Starbase Earhart*** in 2327, she had an eye for a man in uniform. **Ensign Jean-Luc Picard** caught her fancy and they went out twice. (*Starship Log:* 'Tapestry' [TNG]) ***SEE FILE 69***

Murphy, Ensign [1]

Security officer serving aboard the ***U.S.S. Voyager NCC-74656***. **Lt. Torres** apparently found Murphy quite attractive, even though he was seeing one of the **Delaney** sisters in 2373. Murphy also served on the bridge in charge of shields. (*Starship Log:* 'Prime Factors' [VOY]) ***SEE FILE 71***

Murphy, Ensign [2]

Security officer serving on the ***U.S.S. Voyager***. Murphy was attacked and beaten by his two **Ferengi** prisoners, **Dr. Arridor** and **Kol**, in 2373. (*Starship Log:* 'False Profits' [VOY]) ***SEE FILE 71***

Musashi, U.S.S.

Federation starship. In 2375, **Nog** traded **induction modulators** to the *Musashi* in exchange for a phase emitter, which he used to acquire **gravimetric stabilizers** from the ***U.S.S. Sentinel***. (*Starship Log:* 'Treachery, Faith and the Great River' [DS9]) ***SEE FILES 31, 70***

Museum of Kyrian Heritage

Public gallery displaying ***U.S.S. Voyager*** artifacts in the 31st century. Museum curator, **Quarren**, was in charge of a biased recreation of his society's encounter with *Voyager* 700 years earlier. (*Starship Log:* 'Living Witness' [VOY]) ***SEE FILES 18, 71***

The Museum of Kyrian Heritage portrayed the VOYAGER crew as bloodthirsty killers.

Musilla Province

Geopolitical region on the planet **Bajor**. A university level engineering school is located here, along with various old dwellings. In certain seasons, the Musilla landscape is especially beautiful. (*Starship Log:* 'The Darkness and the Light' [DS9]) ***SEE FILES 10, 70***

Muskan seed punch

Sweet drink served on the planet **Halii**, **Aquiel Uhnari**'s homeworld. Despite attempts by ***Relay Station 47***'s **replicator**, it could not stand up in comparison with her mother's recipe. (*Starship Log:* 'Aquiel' [TNG]) ***SEE FILE 69***

mutagenic retrovirus

Submicroscopic parasite that can be used in biological weapons of mass destruction. **Hagath** believed a mutagenic retrovirus could kill 20 million life forms. (*Starship Log:* 'Business As Usual' [DS9]) ***SEE FILE 70***

Ruthless arms dealer Hagath knew all about the terrible power of a mutagenic retrovirus.

Mutara sector

Region of space in the **Alpha Quadrant**, and location of ***Regula 1*** and the vast **Mutara Nebula** that became the basis for an entire class of nebulae, such as one encountered by the ***U.S.S. Voyager*** in 2374. The **Genesis Planet** formed out of the Mutara in 2285. (*Starship Log:* 'Space Seed' [TOS]; 'One' [VOY]; ***Star Trek II: The Wrath of Khan***) ***SEE FILES 68, 71, 73***

mutual induction field

Artificial field created by low orbit satellites circling a **Gamma Quadrant** penal colony moon. Voice and data communications were impeded in both directions. (*Starship Log:* 'Battle Lines' [DS9]) ***SEE FILE 70***

'My Corner of the Continuum'

A regular magazine column penned by **Quinn**. His article on self termination entitled 'I'm Ready To Die; How About You?' caused the **Q** authorities to forbid him from publishing. (*Starship Log:* 'Death Wish' [VOY]) ***SEE FILES 17, 57, 71***

Quinn, a rebellious member of the Q Continuum, penned a magazine column entitled 'My Corner of the Continuum'. In it, he argued for the right to be allowed to commit suicide.

mycorrhizal fungus

Benevolent mold from **Ladonia III** that prevents plants from drying out. **Jadzia Dax**'s potted plant from Ladonia III was sick because of a lack of mycorrhizal fungus in the potting soil. (*Starship Log:* 'The Wire' [DS9]) ***SEE FILE 70***

Mylean

Humanoid species occupying a region of space near **Talax**. Myleans have darker spots than **Talaxians**, pungent sweat glands, and sensitive eyes. They also lack taste buds. **Neelix** had a Mylean great-grandfather. (*Starship Log:* 'Scientific Method' [VOY]) ***SEE FILE 71***

myocardial enzyme balance

An important indicator during cardiac surgery. (*Starship Log:* 'Samaritan Snare' [TNG]) ***SEE FILE 69***

myographic scanner

Sensor installed in **Starfleet** escape pods. Pod occupants are automatically scanned and then tracked, via their bioelectric signatures, if they exit the pod. Rescuers use this data to find survivors. (*Starship Log:* 'Legacy' [TNG]) ***SEE FILE 69***

Myrmidon

Planet visited by **Vash** some time between 2367 and 2369. Myrmidon authorities want Vash, dead or alive, for the crime of stealing the **Crown of the First Mother**. (*Starship Log:* 'Q-Less' [DS9]) ***SEE FILE 70***

Profiteering archeologist Vash managed to purloin the Crown of the First Mother when she visited the planet Myrmidon.